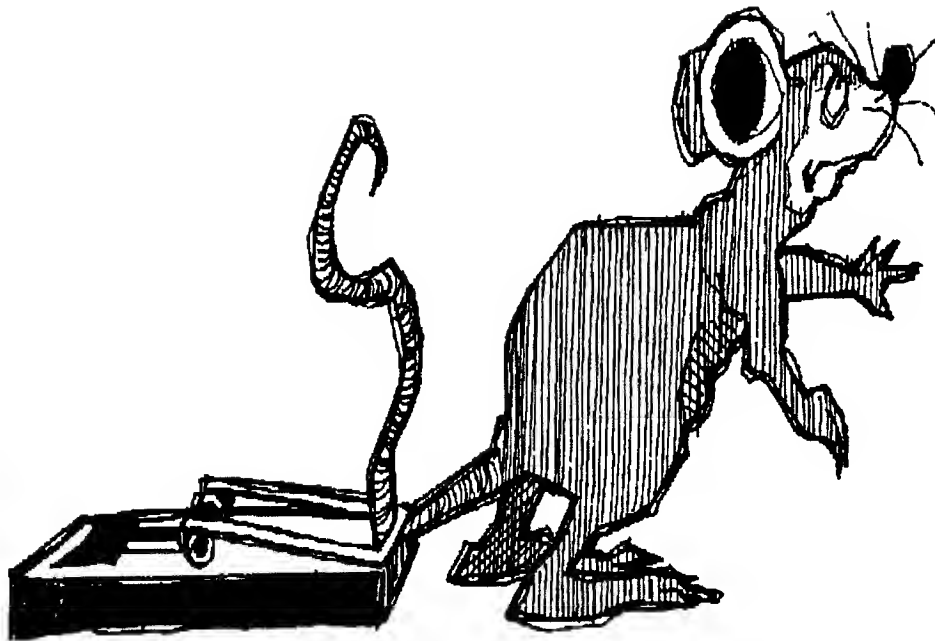


# DIPLMACY WORLD

ISSUE 80



By a Whisker  
A New Masterpiece by Conrad von Metzke

# Notes From the Editor and Hobby News

You know, I never really know how to start these columns. They are usually the last thing I do in every issue, right before I finalize the layout and select any necessary clip-art to plug the holes. Any ideas? I guess I could start with a famous quote, a flashy headline, a joke...ah, forget it, let's just move on to hobby news.

To start with, I should announce that the People's Diplomacy Organization Relief Auction (PDORA) Committee is currently looking for donations for this year's PDORA Auction. Every year PDORA asks hobby members to donate items, both Diplomacy and non-Diplomacy related. These items are then auctioned off to raise money for needy hobby services. How can you help? Look around your house or apartment, wrack your brain, see if you can find anything you don't want anymore. Typical donations include books, videos, old zines, games, computer hardware and software, collectables (stamps, coins, cards, comics, etc.), sporting goods, horoscopes, magazines, zine subscriptions, game openings...just about anything you can think of. If you have anything to donate, **don't send it to me yet**. Just contact me with a description of the item(s), any minimum bid you think is appropriate, and whether or not you want PDORA to reimburse you for postage when it comes time to send the item to the winning bidder. That's all there is to it - I'll then contact you after the auction is over to let you know where the item should be sent. By the way, the PDORA Auction booklet, listing all the items up for auction, should be released just after the first of the year. If you don't see a copy in any of the zines you receive, let me know and I'll send you one myself. Of course, I'll reprint the booklet in DW #81.

In other hobby news, the winners of the 1996 Hobby Awards have been announced. They are - Don Miller Award for Hobby Service: Manus Hand for The Diplomatic Pouch; Rod Walker Award for Literary Excellence: Tim Hoyt for his article "Sun Tzu and the Art of War" which appeared in Diplomacy World and later in Avalon Hill's The General; John Koning Award for Excellence in Dip Play: Mike Gonsalves; and the first winner of the Fred Hyatt Award for Excellence in GMing: Andy Lischett. Congratulations to all the winners, and thanks to all of you who supported the awards by voting this year.

There have been a few changes announced in the hobby service area. First of all, Jason Wilke has officially taken over as Orphan Service Director from Paul Kenny. Paul did a wonderful job during his tenure, rehousing a number of games, and taking over for replacement Phil Reynolds when it became clear that he wasn't currently able to do the job. We all owe Paul a round of applause for his service to the hobby.

Speaking of service, Andy York has announced that the new Assistant BNC is Conrad von Metzke. Sometime in the summer of 1997 Conrad will take over as BNC, and will also take over publication of Ponteverdria. I don't think anyone has to worry about Conrad doing a good job - he was the BNC from October 1972 to October 1974. Again, Andy York deserves a great deal of thanks for all of his hobby service over the past few years - his tenure as Boardman Number Custodian, Ponteverdria publisher, and Mensa Sig Chairman have all been as close to flawless as the hobby could hope for.

Hmm, what else? If you're interested in a new Diplomacy variant based in part on the Milton Bradley game Shogun, contact Kevin Burns at 2659-4 Tsukahara, Minami Ashigara Shi, Kanagawa 250-01, JAPAN. Kevin actually sent me a copy of the variant for publication, but because the map is an edited version of the MB game I decided I shouldn't print it here in DW. Kevin is currently running his Shogun variant in his zine The History of Anywhere But Canada.

Before I close, let me remind you all that I am always looking for article submissions. Each issue as the deadline approaches I look at what I've received and wonder what I'm going to fill the rest of the pages with. I'd especially like to find an Interview Editor and a Strategy & Tactics editor who both agree to submit material on a regular basis. Like I'm always saying, this zine is only as good as the material you readers submit! I should also mention that I am still in need of players and one commentator for the next Diplomacy World Demo Game. If you're interested let me know ASAP.

I guess that's it for now. The deadline for submissions for Diplomacy World #81 will be **February 15, 1997**. Don't wait until the last minute, though - the sooner material arrives the better! See you in three months!

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## New Blood

The following people are either newcomers to DW or have expressed an interest in seeing samples of Diplomacy zines

Dennis Bahrenburg  
Paul Barker  
Christoph Behr  
John Bolash  
Pitt Crandlemire  
Warren Goesle  
Rob Hensley  
Michael Johnson  
Matt Martinson  
Theodore Miller  
Andrew Schwarz  
Lawrence Tough

2215 SW Park Ave., Blue Springs, MO 64015-7640  
30 Kelston Road, Worle, WSM BS22 0FD, England  
Clemensstr. 78, 53225 Bonn, Germany  
2416 Brookshire Cir., Lexington, KY 40515-1222  
7 Franklin St., #3, Brookline, MA 02146  
3907 Cedar Ridge Rd., #1B, Indianapolis, IN 46236  
1314 Joni Dr., Louisville, KY 40216  
1027 Fargo Blvd 2E, Geneva, IL 60134  
5943 N. Santa Monica Blvd., Milwaukee, WI 53217  
1236 Earnestine St., McLean, VA 22101-2645  
2819 Telegraph Ave., Berkeley, CA 94705  
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Contributions are welcomed and will earn you one free issue per submission published unless otherwise stated. Persons interested in the vacant positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer.

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# We Don't Need No Steenkin' Rules!

by Jim Grose

When I first learned Diplomacy in the 60's with some friends, we skimmed through the rulebook once and only referred back to it to resolve disputes. This led to three fundamental misinterpretations of the rules. As a result the fleets had an inordinate amount of firepower, could move very slowly in one fashion but very quickly in another.

First, we somehow concluded that a fleet in port not only occupied the land area but also the sea area adjacent to it. This meant, for example, that a fleet in Rome prevented fleets from occupying Tyn, Tus(Tyn), Nap(Tyn) and Tun(Tyn).

"Tus(Tyn)? What on Earth is he talking about?" you ask. Somehow we concluded that since Bulgaria, Spain and St. Petersburg each had two unique coasts, this meant that any land area which bordered more than one body of water had more than one coast, even if they were adjacent. Thus Nap had two, Tun had three and so on.

The above led to the second misunderstanding: a fleet could only occupy one coast at a time. Under the real rules a fleet can make it from StP(n.c.) to Swe in two moves (F StP(n.c.) - Nwy, F Nwy - Swe) but under our rules it took five (F StP(n.c.) - Nwy(Bar), F Nwy(Bar) - Nwy(Nwg), F Nwy(Nwg) - Nwy(Nth), F Nwy(Nth) - Nwy(Ska), F Nwy(Ska) - Swe(Ska))!

The third misunderstanding, which was actually consistent with the first, was that a fleet in port could, in one turn, move to an adjacent body of water. This allowed, for example, France to move F Bre(MAO) - WMe in the spring and F WMe - Nap(Tyn) in the fall!

These misunderstandings led to some bizarre situations, heated arguments and repeated referrals to the rulebook until we realized the mistakes we were making. For starters, which bodies of waters did F Nap, F Bre, F Lon and F Edi occupy in Winter 1900? We reached the consensus that they started as F Nap(Ion), F Bre(MAO), F Lon(Eng) and F Edi(Nth). More difficult to resolve were F Sev(Bla) and F Ank(Bla) since by our interpretation of the rules two fleets could not so "occupy" one body of water. Our solution was to completely ignore the rulebook and start Turkish F Smy(Aeg)!

Armies could be used to help clear out bodies of water: for example, Italy with F MAO supported by F Naf(WMe) would be forced to retreat (but not to Eng) as a result of France ordering F Bre(Eng) - F Bre(MAO), A Par S F Bre(Eng) - Bre(MAO), A Pic S F Bre(Eng) - Bre(MAO)!

If, say, Germany occupied Nth then England could not build F Lon(Nth) or F Edi(Nth)!

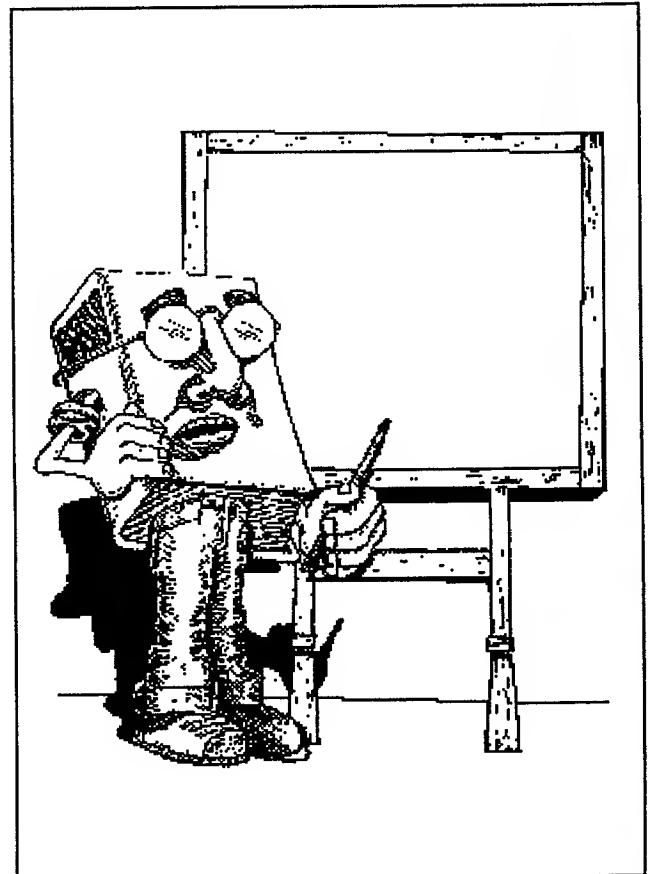
Similarly, standoffs were possible on Winter moves if, for example, France built F Bre(Eng) and England built F

Lon(Eng)!

The height of absurdity must have been our misunderstanding of the Kie/Den/Swe region. We naturally assumed Swe had two coasts. We argued at length as to just what Den was, since part of it is a collection of islands which, by definition, are surrounded by water, suggesting a fleet could pass through, yet part of it is an extension of the European mainland. Because the rulebook mentioned that both armies and fleets could move through Con and Kie, but said nothing about Den, we reached the consensus that it was a land mass with four coasts, similar to Spain and its four (by our interpretation) coasts. Armies could move from Swe to Den to Kie and vice versa but more importantly fleets could not move through Den when moving from Bal to Hel, Nth or Ska or vice versa. Neither could fleets move through Den when travelling from Swe(Bal) to Swe(Ska) or vice versa. Thus the only way to get in or out of Bal was via Kie. Imagine how this influenced Russo-German relations!

Moral of the story: read the rules carefully.

*{Aside from being a skilled Diplomacy player, Jim is currently one of the commentators in the DW Demo Game.}*



# Destination: Zine Publisher

by Douglas Kent

So you think you've done it all in this hobby, eh? You've won games as every country, taken Austria from a 3-center weakling to a 14-center gorilla draw participant as a standby, battled in DipCon, played Gunboat on the Internet, even tried your hand at conquering the world in Colonia. It's all come so easily, what challenge is left?

Why not join the ranks of MegaDip by starting your own zine? Oh, don't deny it, you've toyed with the idea a few times. You may have even typed up a cover page or an editorial, only to change your mind at the last minute. Like the great unwritten novel every potential author has hidden in his or her imagination, your Magus or Europa Express or Perelandra is nothing but mist in the hills.

If you're getting close to the point of actually diving in the publishing pool and getting started, let me point you in the right direction by bringing up some points to consider before you begin your premiere issue.

## Prerequisites

Just like an astronaut preparing for a mission, before you begin your odyssey into the world of publishing, you need to conduct a thorough examination of yourself and your life to make sure you are "in shape" for the journey.

**Commitment** - It might seem obvious, but it is in everyone's best interest if you consider your commitment to publishing a zine carefully. Are you sure your drive to publish isn't just a passing fancy? Realize, for example, that your first Diplomacy game will probably last a year and a half or more. You might have a new job, a new address, or a new family member by then. If you aren't sure, either delay starting a zine until you are sure, or consider doing a subzine to get your feet wet.

**Time** - Again, you need to look into the future a bit for this one. Do you have the free time available to publish a zine on a regular schedule? Do you foresee any dramatic changes in your free time in the near future? For example, if you are in college, will you still have enough free time when a new semester starts? What if your course load gets bigger? Publishing a zine can take anywhere from a few hours a month to days, depending on the size of your zine and what you fill it with.

**Enthusiasm** - I guess we can assume that you're enthusiastic, or you wouldn't have gotten this far. But just to make sure, wait two or three days and see if you feel the same way. If you aren't going into publishing with a full load of energy, chances are good you'll find it hard to keep the zine going when the initial thrill wears off.

**Money** - Now it can be told - almost all zines lose money. This is a hobby after all, and hobbies are not generally a

money-making venture. You can expect to lose anywhere from a few dollars to \$100 per issue, depending again on how big your zine is, what you fill it with, how big your circulation is, and what people are willing to pay for each issue. If funds are very tight, the subzine route might be your best bet. You can always move from subzine status to full zine later on when you have more money to spare.

## Tools of the Trade

Having the proper tools will make your job as publisher easier. Here's a brief inventory of what you'll need.

**Computer** - Although exceptions do exist (zines can be produced on a typewriter, or even by hand in some rare cases), these days almost all zines are produced through the use of a computer, printer, and word processing program. You don't need state of the art equipment - for portions of some of my zines I still use Word Perfect 5.0, which can run without any trouble on an old 286 machine. It certainly helps if you own the computer and printer, though, so you know you'll have access to them whenever necessary.

**Photocopy Machine** - Whether its one at home, one at work (that you've been given permission to use for personal copying) or one at a local copy store, you'll need some way to reproduce your zine. When I started my first zine I used a machine at work (which I had to pay for, but it was cheaper than local copy stores at the time) until the zine got too big. These days many office supply stores or copy shops offer cheap rates and discounts for regular customers. It pays to shop around before you start the zine, so you can be sure to get the best price and dependable service when deadline time comes around.

**Email** - While not a necessity, having an email address does have its advantages. First, it offers a generally secure way for players in your zine to submit orders without having to interrupt your dinner, fill your answering machine, or fret over the sometimes tardy Postal Service. Second, it offers an inexpensive way to contact email-capable players with deadline reminders, corrections, and the like. Finally, it lets you receive letters (sometimes long ones) from email-capable subscribers, and put them into your zine without having to retype everything.

**Supplies** - Basic stuff, but worth mentioning. Envelopes, postage stamps or a postage meter, file folders. If you don't plan on hand-addressing each zine, you'll need labels that you can print the addresses on. Address labels or a stamp with your return address are real time-savers.

## Set Your Sights

Now you've got all the materials you need, including those from within yourself. It is time to make some firm decisions about what you want to do, and how you want to do it.

**Title** - The zine is your baby, so now you have to name it. Be clever, be funny, be serious, be vulgar, be political...be yourself!

**Focus** - Probably the most important decision you need to make is to decide what your zine's focus will be. Will your zine concentrate on regular Diplomacy? Perhaps one or more specific variants? Maybe your real interest is in other multi-player games (such as Railway Rivals, Civilization, Titan, Kremlin, etc.). If that is the case, will Diplomacy just be a side-dish? Or will you even run any Diplomacy games at all? Your decision should be based on three things: which game or games do you most enjoy; which do you think you'd be able to GM in a timely and accurate manner; and which games do you think other hobby members are interested in playing? This last question is as important as the others. You may be interested in running Awful Green Things From Outer Space, but do you think the Diplomacy hobby feels the same way? If not, you'd be better served choosing a different focus for your zine. Remember, nothing is stopping you from offering a game of it within the zine, but if your zine is known as "The Awful Green Things headquarters," players with no interest in that game might decide to look elsewhere for game openings without bothering to see if you offer any of the games they are interested in.

**Format** - The layout of your zine is pretty much up to you, but it is best to choose a layout and stick to it for a while. Some subbers prefer one format over another, and may decide to subscribe (or not to) based on what they see in a random issue. If they think they're getting one thing and you suddenly change to another, they may decide your zine isn't the place for them after all. The two most popular formats are open-page and digest. Open page is simply 8 1/2 X 11 inch paper, with the text in portrait. Digest format takes that paper and folds it over, so you use 1/2 of a side per zine page (4 zine pages per piece of paper) with a staple in the middle. Which format you choose depends on your personal preference, and whether one format is easier for you to produce.

**Content** - Besides the games, what (if anything) do you plan to fill the rest of your zine with? There's nothing wrong with publishing a "warehouse" (a zine that just runs games, with little or no additional material). One of the great fallacies about publishing a zine is the idea that for you and your subbers to enjoy themselves, you must make every effort to cram the zine full of letters, commentary, news, subzines, and anything else you can think of. Not so! While it is true that the larger, more diverse zines often have the largest circulations, zines of more modest sizes are really the backbone of the hobby. At any rate, if you decide you want more than the games, you have a wide range of options to choose from. You can include as regular features a letter column, a reader poll, book and movie reviews, hobby news, "slice of life" stories, commentary on a wide range of topics (politics, sports, history, etc.), cartoons, subzines, or anything else you can think of! There are no hard and fast rules - your zine is a reflection of your personality.

**More Choices** - Now you can start to fret over the details of how your zine is laid out. If you are running games, will you include maps? If you have a letter column, will you break the letters down just by who wrote them, or also by subject? Will your games allow black press? White press? Will each game have its own page, or will you just paste one game after the other without specific page breaks? These are the kinds of format decisions you have to make. What fonts will you use? What size fonts? Some of your choices may change as you publish your first few issues, as you discover new ways of doing things and your likes and dislikes become more obvious.

### Greet Your Public

**Finding Subscribers** - Okay, you've made the big plunge. You've written up your first issue, laid it out, and you're all ready to go. All you need now is someone to send the zine to! There are a few ways you can go on this. The first is to write to hobby friends, letting them know that you are going to publish a zine, and asking if they want to sign up for your first game. Then you'll have seven subscribers right off the bat. Whether or not you do that, the second way is to send samples out to people you've played against in the past, plus (most importantly) other zine publishers. Publishers are important because they serve as an effective and free form of advertising. We're always glad to see a new zine start up, and most publishers will give your publication a big fat plug if you ask them to. Some publishers may want to trade publications with you (an agreement where you send him/her your zine for free, and he/she does the same for you) or subscribe themselves. You can also watch for new names to pop up in zines that you receive - often those are newer hobby members who might be looking for another zine to subscribe to. Mentioning your zine on the on-line services is another way to pick up a subscriber here or there.

### Final Thoughts

There are a few other things you should consider when you're going to publish a zine. The first are your houserules. It is in everyone's best interest that your houserules are as thorough as possible. Look at the houserules of some other GM's to get an idea what I mean. By being thorough, you can avoid a problem later on with a player. Under what circumstances will Winter or Summer be run separated from other seasons? How will you determine where a unit retreats to if a player does not send in orders? Or if they fail to specify a removal? When will you call for a replacement player? What abbreviations will you accept? Will Nor stand for North Sea, Norwegian Sea, Norway, or none of the above? Do draws have to be unanimous to pass? Will you even allow draws? It also helps just to add "any event not covered here will be decided at the discretion of the GM." Above all, be consistent. If you rule on a situation one way, be sure you **always** rule on it that way.

**Continued on page 10.....**

# The "Bait and Switch" in Diplomacy

by Mark Fassio

Well, it's Friday at 1500 hours (3 pm to you civilians). Army plays Lafayette tomorrow (we're 7-0!) and we have a promotion ceremony coming up in one hour (read: beer, chips, and work cessation). Given the choice between trying to cram two hour's worth of reading into one hour, or writing an article for the 'zine, I have chosen the latter. I've acceded to the plaintive requests of our esteemed Dip World Editor and decided to try my hand at producing more garbage, oops, I mean, "crafting definitive S&T articles on how to play the game."

One would assume that there would only be "so much out there" to write about without being repetitious. However, just like variety in rock and roll (7 million artists all singing about the same basic thing, albeit in different ways), so too is there still variety in Dip writing. At least I hope you think so, or you won't even read this thing!

I'm going to write about double-stabbing, or baiting and switching. This term applied to the old shell games (a con artist favorite) where they "bait you" with seemingly 'easy win' situations, then pull the ol' switcheroo and hook you with deviousness. This is a common tactic for us Dippers, too: you stab, re-ally, then stab again when the time is better and you've "thrown off the scent" of your previous bad behavior. I find this tactic works best with (1) a game that already has your alliance progressing well (i.e., advancing toward a viable stalemate line, or perhaps beyond it) against a strong foe and (2) an alliance structure that allows you to be "behind" a good part of your ally's line (such as Eng in an E/F, Tur in an A/T, etc).

Here's the applicability in Dip: you ally with a nation (or nations) and go along your merry way. Somewhere down the line you make a stab move, and, for whatever reason, it doesn't work.. Perhaps board dynamics had other stabs/shifts of polarity at the same time, and the stab has proved counterproductive in the new environment. Quite possibly you--like me--just make occasional bonehead moves and your timing is off (i.e., the premature stab). So what do you do?

Well, a lot depends on the board situation (as well as the personality of who you stabbed). If the board is clearly aligned against you and the stabee can exact revenge in a "benign" environment, you're on your own: take your lumps. However, in many cases, some enemy coalition will still remain, threatening both you and your former partner(s). If you can tread water for awhile, it helps to maintain constant communication with the guys you just tried to hose, pointing out the danger in continued fighting among "ourselves." If the other countries against you are still dangerous to all, and if you're a smooth diplomat, then you have a chance of "baiting" your former partner(s) into rejoining a National Front. Make some tactical concessions--give up a center you took from

him/her (making sure you can't have it used against you later). Get this re-energized coalition moving forward against the enemy. Not only does this shock the enemy (who thought he had your former pal(s) in his pocket), but it also provides increased security among your re-allies. (Why? Because you can probably assume that, once you stab your ally, he/she will try and link up with the former foe and get back at you. The former foe now has an extra puppet/satellite that he feels is 'secure', never expecting a rapprochement. Ah, but that's where good Dipping comes in now, doesn't it?! Imagine the enemy's shock and anger if your ally rejoins you when all seemed well!) With the "bait" initiated for re-alliance, you proceed along for awhile, having them advance far from home along with you, and then you pull stab #2 (the "switch") at a more opportune time.

History buffs will see a possible similarity in this approach to that of Manstein's recommendations regarding the upcoming Kursk offensive in 1943. Rather than do a "forehand" slap of the enemy (stab head-on and take your chances), Manstein wanted to let the enemy (in this case, your re-allies and future stabees) overextend themselves, and then strike a counterblow when timing and force balance favored them (the "backhand approach"). Let your allies retake a center or two that you took from them in stab #1 -- lull them into more security. Work out "corseting" strategies (where you and your partners have interlocking units in the forward area) to let them see your "sincerity" in working through a "no-kidding" alliance. With them back in your camp, you can propose far-reaching strategies that will have them advance along with you. Then, as England, let's say, allied with France vs the rest of the board, you try for France to be in NAF and Ruh. You, of course, are "corseted" along the sea lanes up front (and behind!) him, to provide that interlocking security coverage and advance along the line. (AND to fall "backward" into Iberia, Tunis, or the coastal provinces.)

For then comes Stab #2. Hopefully by this time, the foe you're fighting against will be enraged at seeing his presumed 'satellite puppet' re-ally with you, thus throwing him into a "revenge at all costs" rage against your re-ally. This will aid you later, for it gives you a proposed strawman to offer up, diverting attention from you while the foe turns on your re-ally. Your ally is then in a real "hurt box," because, once you stab again, is he REALLY going to get a fair and impartial look from the foe he's attacked not once, but twice???? Hence the "switch" part of the "bait and switch." And, with our pal Manstein's analogy, your re-ally is far from home and vulnerable to cut supply lines, and being chopped up by you and/or your foe(s). Overextension leads you to let him advance, then you backhand when least expected and when you set the tempo and timing.

(continued on page 12)



# Duh! Diplomacy

by David Partridge

Seems my life is often made up of adjusting to a series of mistakes. For example, I recently rashly read an email without first checking to see who it was from. It was a very nice missive from our esteemed editor requesting that I provide him with an article for Diplomacy World. There was a touching little story about how disappointed the Sicilian backers of Whining Pig Enterprises would be if there weren't enough articles for the next issue, but even before I read that I found myself cancelling my plans for the weekend and sitting down to crank out something. All because I didn't take the time to check the sender's address and file the note away in the "What note? I never got a note" file.

That mistake being on my mind as I searched for a topic, started me thinking about how often mistakes have played a part in my gaming. I used to groan and moan when I made a silly mistake, gnash my teeth a bit and go on to lose the game. Then came my conversion as I began to master the techniques of Duh! Diplomacy. The defining moment was when I made a silly mistake on the Spring 1901 moves. It was a face to face game, and it was obvious from my ally's expression that he had already pegged me in the "too stupid to be anything but cannon fodder" category. Spending the whole game trying to convince him otherwise didn't sound like fun, but I certainly wasn't ready to write the game off either. Then came the epiphany, maybe stupid moves could work to my advantage! I quickly made a firm secret alliance with our original target, including setting the date of the stab two years down the road. Then I bungled along for the next 5 moves, letting my ally make all the decisions, making a few suggestions that wouldn't quite work out, and blowing one more move in the backfield that kept one of my armies lagging behind where I needed it. He was happy to use me to further his own ends, secure in the knowledge that he'd take me out with virtually no effort when the time came. Then came the coordinated stab. There were no mutual supports but my secret ally knew my armies would be turning around and used that knowledge to the fullest. The stupification on our victim's face was wonderful to see, after all, he knew I was dumber than a stick, and I hadn't even talked to the other player in over 2 game years! (I had carefully stayed at the table in plain view during all the negotiating sessions.) Unfortunately, I didn't go on to win the game, but I certainly had fun, and a new respect for the power of Duh! Diplomacy.

While it's rare that you get a chance to convince someone to view you as completely harmless until you have a chance to stick the knife in, there are still many uses for an apparently dumb move in most Diplomacy games. Take, for example, the use of a "mistake" to pre-position for a stab. A classic example occurred as an I/F alliance was pushing against Russia. In an apparent miscommunication, France's army Berlin and Italy's army Silesia each supported the other to Prussia. With Prussian support uncut, the Russian army in Warsaw marched into Silesia forcing Italy to retreat. Nothing much else moved on the board and it seemed a setback, but hardly a disaster as Silesia fell back

to Munich. The next turn however, Munich was in Burgundy, Bohemia was in Munich, Tyrolia was in Piedmont and Italian fleets were heading West. Berlin, expecting support from Munich, fell to the Russians and the French position imploded. A massive stab that could have occurred anyway, but here it got a big leg up as the most damaging offensive move was masked as a defensive retreat. The well defined DMZ, designed to give each power that vital turn of warning was breached without a flicker of concern.

The use of Duh! Diplomacy need not be limited to setting up stabs. Often it is a good way to provide a little bit of protection against an ally that you are not one hundred percent sure of. For example, as an A/F alliance moved towards the end game, the Austrian began to have some doubts about the commitment of the French player to their alliance. Their forces in the Med were balanced, but France had fleets in the north that could be quickly swung south while Austria had no such reserves. Austria also recognized that his doubts could well just be the paranoid ravings of someone who played Diplomacy too much. He knew that France was just as paranoid as he was, and if he did anything overt, France might well take it as a prelude to a stab, triggering the confrontation he was trying to avoid. His solution was to "accidentally" leave only one center open for the two builds he had coming. A non-offensive, mildly silly mistake, one that hardly drew a comment, yet one that greatly strengthened his position. He could hold any French stab for a year, and now there was the option of a fleet build if it came. Perhaps there never was a threat, or perhaps it was the extra deterrent, but the alliance moved held and moved forward. The same result could have been achieved by simply waiving one of the builds, but look at the difference in the two approaches from the French point of build. Why hold a build? Only because Austria was contemplating a fleet build obviously. Why? Either because he did not trust France, or because he was planning a stab of his own. Either way, a strain would have been placed on the alliance. Much better to just appear a little bit absent minded!

Duh! Diplomacy is not for everyone. You need to find yourself in situations where an apparently dumb move is both available and beneficial. And you need to be able to convince the other players that you really are dumb enough to have made the move by accident. You'll find though, that the more often you achieve the first goal, the easier the second becomes. Of course, now that I've bared my soul, I'll not be able to use my strategy of calculated stupidity any more. I'll get some compensation though from watching my opponents scrambling to figure out what devious plot I have up my sleeve as I bumble along. For you however, the possibilities are endless, so get out there and do something dumb!

*{David Partridge wrote this article in crayon, because he isn't allowed to use any writing utensils with sharp points on them. His favorite expression is "I can count to two scoops!"}*



# Opening Strategy for Turkey in Colonial Diplomacy

by Mike Oliveri

The more and more I look at the board, the more I come to the conclusion that it is much smaller than it looks. It doesn't take long to realize that each country has a direct impact on how your game goes. In regular dip, England and Turkey have an interest in what the other is planning, but the focus of the opening deals more with your immediate neighbors. Your primary concerns are military alliances where you can coordinate attacks and work in partnerships. In Colonial Diplomacy, I am continually being forced to try to figure out what the other players are going to do. There is a real need to know, not because you are going to be able to coordinate orders, as much as what happens has an impact on your options. For Turkey, it is important to know if Japan is going to be pro-Russian, pro-Chinese, or indifferent. Each stance effects Russia, and Russia is one of your immediate concerns. The role of Holland has the same effect on Britain, Turkey's other problem. Because of this, Colonial Diplomacy may be the ultimate "diplomacy" game we have seen to date. It is a game of "spheres of influence", military influence for sure, but political influence perhaps even more so.

At first glance, as Turkey, you see many open centers and large areas of open space, both land and sea, between yourself and the other players. As your eyes move from the west to the east, things get much more crowded. But for Turkey that is a blessing. There is going to be tension in the east. The question is how does Turkey exploit it? Then, as you begin to formulate a plan, you realize you have some big problems! Specifically, Russia and Britain. They can't keep their eyes off the open area to the west either. They can't turn their backs to the east and just move west to take what they can. The eastern tensions are too real for that. Rather, they will want to send a small force to the west, picking up centers as quickly as possible and reinforce their eastern front with those builds. At first, they will want to ally with Turkey, splitting the open centers, and sending the Sultan into a bloody battle in the opposite direction. Then they will realize that even if that does work initially, Turkey will surely turn on them next. Where else will he go? Everything else is just too far away! For them both to come to the conclusion that Turkey is the real problem, and an alliance is the best solution, is not hard to imagine.

That pretty much states Turkey's opening weakness. He is a little guy, with two of the big guys as neighbors. It is easy for both Russia and Britain to want to just swat at the pesky fly and be done with it. If they do come to that conclusion, forget it! You are swatable. The only conciliation Turkey has is that France is more swatable, and that's not much conciliation when you are playing Turkey. Another weakness for Turkey is that his support lines are extremely long. Russia has the same problem, but it has the Trans-Siberian Railroad to help shorten that distance. Britain would have the problem except that her power base is the middle of the board. Everything is equidistant for her. For the others, the initial action is right in their backyard. That is a problem, but not one of trying to get units to the front.

Turkey's strengths are that if he is allowed to, he can build up to a

formidable force fairly quickly. In addition, both Russia and Britain are going to be inclined to use Turkey as a buffer from the other. If Turkey can make agreements with both Russia and Britain, he will get his foot in the door. From there, he can sit back and reevaluate the board. The natural tensions in the east should begin exploding soon. Both Russia and Britain will be forced to concentrate in that arena. As voids develop, Turkey can move to fill them.

Russia has to be Turkey's first concern. Russia is the only power that is in the immediate area. The best Britain can do is get to the Persian Gulf in two years. Russia can fall out of bed and wake up in Constantinople or Angora. (note: in our game, each turn represents one year, and adjustments are done in the odd years). The only real solution for Turkey is to negotiate a fair trade with Russia. Turkey can afford to let Russia have Rumania, you just can't let him have it right away. The Black Sea, on the other hand, must remain neutral for both parties to coexist. The best solution is to convince Russia that Odessa must hold in 1870, and then take Rumania in 1871. It would also be ideal if the agreement for a DMZ would include Constantinople, the Black Sea, and Rumania. A time table needs to be worked out that allows you to build in Constantinople if you get three builds, otherwise you leave it empty. At the same time, Russia should return to Odessa after taking Rumania. The problem is obvious. Can you trust Russia to do it after he says he will? The solution..... if your not sure about Russia, don't worry about it. Lose one center and try to recover. You can't afford to be bouncing with Russia the entire game. If you can't trust Russia at all, negotiate Rumania to Russia anyway. Then try for the Black Sea and move Angora to Constantinople. You give up a chance for Tabriz and Egypt, but you didn't expect three builds the second year anyway. If it works, you turn the advantage to your side and you have a bloody, bloody war on your hands. If it fails, you have a bloody, bloody war on your hands.

Once you've resolved your position with Russia, you have to turn your attention to Britain. Again, negotiating a settlement before there is a fight, is the best alternative. At least with Britain you have a real swap to make. Give her Sudan in return for Egypt. The Red Sea gets all tied up, but that is better than the alternative. You have other centers to negotiate with Britain as well. The fleet in Bombay probably moves to Karachi by 1871, but it is not a freebee. It should be, but if you have a solid alliance with Russia, you can entertain bypassing Shiraz and Persia, and go instead to Karachi. If your agreement with Russia has him in Persia, then he can support you into Karachi after the initial bounce. You may feel that you are over extending your self, but you are not. If you negotiate a deal with both Russia and Britain, you could conceivably get Egypt, Tabriz, and Shiraz by 1871. Russia will get Persia and Rumania, and Britain will get Sudan and Karachi. You add three units to the area and they each add two. But where do you go from there? All that wide open space you saw upon set up is gone. So, going for Karachi is not out of the question. You can pick up Shiraz by 1873. But if you do it, you have to be committed to building a fleet in Baghdad every turn. If you prefer

a conservative opening, push for the 3-2-2 split, sit back, and wait for something to happen in the east.

The rest of the countries are "have nots" just like you. China is the largest of the remaining four, and will probably be your strongest political ally in the game when the game begins. Even if Turkey has a strong alliance with Russia, you want China and Japan hitting the centers that Russia is interested in, and you want it right away. Regardless of your relationship with Britain, you want France and Holland to be expanding in areas that Britain covets. The reason is if the other four beat up on each other, Britain and Russia will beat up on Turkey. Sooner or later, Turkey is going to be going at it with at least one of the big two, and the more help you can get the better. Turkey can not afford to just let nature take its course in the east. He must contact all the other players and try to influence their initial moves. As I stated before, what Japan and China do is very important to you. What Holland does is very important to you. As for France, at the very least you can console each other. Just kidding. France can be the key to your fortunes if you can plant a few seeds. Just imagine. How would Turkey fare if China, France and Holland teamed up to take on Britain? And Japan and China decided to take on Russia? And they all tried to split up the remaining centers as evenly as possible? How would Turkey fare? Just imagine!

*{Mike Oliveri is an occasional contributor to DW, usually on Colonial Diplomacy. He also frequents the Compuserve Diplomacy forum.}*

(Destination: Zine Publisher, continued from page 6)

The second item is your eventual fold. Not a pleasant thing to think about, but someday you will stop publication. Will you refund subscription balances to subbers when you fold? If you don't think you will, to be fair you should warn people of that **now** instead of then. It also helps to set some sort of circuit-breaker for your zine. For example - "if I am 3 months late with an issue twice in a row, I will fold." Some guideline you can use to help you realize when you've reached your limit. Above all, the best way to avoid an early fold or burnout is to start slow, and keep your growth at a moderate rate. Starting big, or adding too much too soon, can make a late zine a dead one. And a folded zine doesn't help **anyone**.

Just remember to have fun. The best zines are the ones where the publisher is having a good time, because it really carries over to the readers and players in a noticeable way. Okay, enough talk, get off your duff and go publish!

*{Pay attention - I publish Diplomacy World, Maniac's Paradise, Grand Hyatt, and Bureaucratic Nightmare. I am also Chairman of the PDORA Financial Committee, and I compile the electronic variant zine The Eccentric Diplomat on Compuserve. Had enough?}*

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## Upcoming Conventions

Some of these conventions offer Diplomacy tournaments, while others do not. Please be sure to contact the convention directly for full details before you make any final travel plans.

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|-----------|--|
| Dec 13-15 | Infantrycon; Ft. Benning, GA. Info: 1748-B West 3rd, Columbus, OH 43212                          |
| Jan 10-12 | Arisia; Boston, MA. Info: 1 Kendall Sq. #322; Cambridge, MA 01239; info@arisia.org               |
| Feb 7-9   | Warcon; College Station, TX. Info: Box J1, Memorial Student Center, College Station, TX 77844    |
| Mar 14-16 | Gamer's Con; Cherry Hill, NJ. Info: 266 Spruce Dr., Brick, NJ 08723; multigenre@aol.com          |
| Mar 28-30 | World DipCon VII/GothCon XXI; Goteborg, Sweden. Info: Ostanvagen 10, S-61135 Nykoping Sweden     |
| Apr 18-20 | PointCon XX; West Point, NY. Info: POB 1448, Winchester, VA 22604; svgg@aol.com                  |
| May 2-4   | Demicon; Des Moines, IA. Info: POB 62, West Point, NY 10996                                      |
| Jun 26-29 | DragonCon; Atlanta, GA. Info: POB 47696, Atlanta, GA 30362                                       |
| Jul 17-21 | Origins; Columbus, OH. Info: sage@wizards.com  |
| Jul 18-20 | Rivercon; Louisville, KY. Info: POB 58007, Louisville, KY 40268; raroeh101@ulkyvm.louisville.edu |
| Jul 25-27 | Phrolicon; Mount Laurel, NJ. Info: POB 42195, Philadelphia, PA 19101; hunga@netaxs.com           |

If you know of any conventions that run Diplomacy that are not listed here, please let me know.

# By a Whisker

by Conrad von Metzke

If you ask me in public, I'll continue to insist that it was all Henry's fault, but the truth is that it wasn't. At the time, I felt that I needed a scapegoat, and - to paraphrase Tigger - "that's what Henrys are best at." But I plan to write a codicil into my will exonerating the poor man, and letting the world know that I did it all by myself.

In fact it shouldn't have been anybody's fault, but then again, the last time life was fair was before God had created any. By all rights it should have been a trounce. Only one of the other players knew me - Henry, of course, who wouldn't matter - and so once I drew Turkey it should have been all over. I'm sure you all know by now that I simply do not lose as Turkey - 59 for 59 and still counting. But the five new guys didn't know that, and Henry was insignificant; and so, stifling a yawn, I set off for Number Sixty.

As always, it began wonderfully. Austria was a young gawky chap named Milos, who apparently had just arrived on the train from Slovakia. The only thing worse than his tactics was his English. A quick chat with Italy, another with Russia, and Milos was gone before anybody had a chance to open the bean dip. The poor lad departed soon after, and the last we saw of him he was standing at the taxi stand reading timetables for the trains back to Bratislava....

At this point I actually had to make a decision. It happens sometimes. Italy next, or Russia? - that was the choice. It took me all of three seconds: Russia had shifted most everything north to counter England, and Italy was an even gawkier chap named Jeffie - yes, that's what he called himself. I had, of course, told him every single move to make as we dismembered Milos, and now he stood there before me, a look of sheer idol-worship on his face, waiting to see how much more time I'd allot him to bathe in the glow of the master. As it turned out, not much. I nodded knowingly to France, in whom I had previously seen a spark of ability. France winked back. Jeffie gawked. And I was merciful, thinking that perhaps Jeffie would appreciate being able to share a cab with Milos.

At about this point in any game, no matter how good one is, one needs to pause for a moment and take stock, and so I did. Austria and Italy, of course, were in the trash. Russia was stuck in the north. France and England (mostly the latter) had made severe inroads into Germany, and I was ready to steamroll into the mid-game and prepare for the inevitable. It thus became necessary to deal with Henry.

Henry was England. Henry is a nice enough person, but if truth be told, he is not terribly bright. I've played several games with him before. He brings his dog to every game - a little Schnauzer with the face of a gopher and the charm of an eggplant - and Henry's style of play reminds me a lot of the

dog, somewhere between 'nondescript' and 'plodding.' It suits his personality. He is addicted to immediate gratification, and has no capacity for long-term planning. It is best, therefore, if one wants him as a pawn-cum-ally, to write his orders for him, as of course I now offered to do. Henry, much to his frequent chagrin, trusts me. If I make a deal with him and then take away a couple of his centers, he firmly believes it is for the 'greater good' of the alliance, which of course he freely admits he cannot comprehend.

Henry and I agreed (translate: I agreed, Henry and the Schnauzer looked glazed) that I would undertake to snag Russia from the rear while England and France finished up in Germany, at which point France would be pinched between Henry and me and would quickly do a passable imitation of Milos and Jeffie. And so it began, with Russia and Germany quickly making the hoped-for sounds of Rice Krispies being crushed, and my Turkish units of course fairly pouring across Europe. But suddenly I glanced to the West Med. and noted an odd event: A couple of rogue French fleets seemed to be steaming south, in complete contravention of the agreed-to plan, and wholly without my permission. "This will not do," I muttered, "Doesn't this bozo understand what is happening here?" I took him aside for a chat.

I began with a disarming gesture, offering him the chips and the bean dip, which he began to munch generously. I then followed with a gentle query: "As concerns those two fleets you have elected to move toward the south, I was wondering if you might perhaps enlighten me as to what precisely you are the hell doing?" His reply, bracketed by healthy ingestions of bean dip, was equally measured: "Simple. I'm trying to force a stalemate."

Calmly I rejoined, "@#%&!!&! WHAT?!?"

"Mind you," he continued, "I may have left it too late. I'd heard your name before, but it just didn't register until something Henry said - or was it the dog? - about your having eighty-eleven wins or whatever. Then I remembered! Well, anyway, it's worth a try. And Henry says he'll help me; says he's tired of you always taking his centers just so you can add another score." (Munch.) Henry, in the background, waved sheepishly.

"@#%@!!@! WHAT?!?"

"Mfgwblq pfwzd glb mmdsjwd..." (munch munch gulp) "do you by any chance have any more of this bean dip?"

I studied the board. Unit by unit, province by province, border by border, dust speck by dust speck, I dissected that position to a fare-thee-well. Maybe - just maybe - Eisenhower was more thorough on D-Day, but only because they paid him more.

And when I'd convinced myself that every possibility, every combination, every indefinable had been taken into account, I gritted my teeth. "It's going to be close," I said to myself. "But no-one - NO-one, and least of all Henry and his idiot mutt - does this to me! I will crush. I will KILL. I will DESTROY, and mutilate and disembowel and squish and shred and...." I fairly cackled. It was one of those defining moments in one's life for which there are no words. Or else there are far too many....

Fall 1909. Solemn scowls and furrowed brows all around the board - even, perhaps, the Schnauzer. The wreckage of chip bags and bean dip tins all over the room. The French player gobbling still more of the stuff. Henry staring absently at some abstract point in the next universe. The dog stupidly licking all the empty dip cans. And I, cemented to the game board, watching it all devolve to this final turn of the game. It would end here. I had 17. France and England had 17. I had two chances: Brest and Belgium. Both were guessing games, and if I failed, the enemy backfield units would arrive at the front and it would be a stalemate. I needed just one - either would do, and Henry, poor benighted sod, would be pulp. Offal. Carrion. "A step up in the world," I mumbled, and stared at the enemy with the most withering gaze imaginable. Even the dog flinched.

"This is it," I brazened, and wrote my orders....

It was the French player's turn to read, and it was no easy task. Between handfuls of chips and bean dip smears all over everywhere, he was all but unintelligible. But one by one, the telltale moves were read, and one by one the units were moved. Henry's first - the least important, all he did was stand and support. Then mine - six critical orders, eleven meaningless ones, but even the least of them as usual oozing sheer brilliance. And finally, the French paper was produced, quickly coated with bean dip smears, and read. "F Nth S GER Bel." Damn - lost that one. It was Brest - or oblivion....

At last! "F Mid - Gas." No problem there...and then: "F Eng S GER Bel." YES! - he'd guessed it wrong! Brest was mine! The game was won! Henry was LUNCH! In my shrieking glee, I think I may have turned a cartwheel. Certainly my screech of triumph was heard a mile away as the poor, sagging French player took his bean-dip-smeared right hand and shakily moved my army Gascony into Brest - to take the center and win the game! And then - and then, for SURE, I leaped from my chair and turned a cartwheel. And danced. And flung myself all about the room, all tension gone, all decorum abandoned, reveling in the glory of the greatest moment of my life. "I won!", I screamed, "and YOU LOST! You ninnies, I WON and YOU DIDN'T! I WON I won I won I won I won....."

And the Schnauzer licked his chops. And the French player, waiting for me to take a breath, said, "Er...well...I'm sorry, I just don't see it!"

"You don't see what?," I intoned.

"Er...well...(munch) I just don't see that you've won...."

I leaped to the table. "Right there...I took Brest...." And I stared at Brest, and there was nothing there! "The army Gascony took Brest! You supported Belgium instead...WHERE IS MY ARMY?! ...well, no matter, we'll just go back over the order sheets...WHERE ARE THE ORDER SHEETS?!"

And the Schnauzer licked his chops, his whiskers gleaming in the bright light of my doom. "Oops," said the French player, "I must have smeared some bean dip on the orders. He just loves that bean dip, you know. Do you happen to have any more?"

On clear nights, when they let me out to walk in the garden, I often reflect on eternal things. The existence of God, the meaning of life, the army that should have been in Brest....

I reflect for a while, and then I stop. There's no need, because, you know, there aren't any eternal things. There is no God or any meaning. There are only simple, transitory things. Henry. Schnauzers. Half-eaten pieces of paper.

And bean dip. There's always bean dip. In fact, that's what we're having for dinner tonight. Would you care to stay?

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*{Conrad is the publisher of the long-running zine Costaguana, and is properly regarded as one of the best writers the hobby has ever seen.}*

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#### **(Bait & Switch Diplomacy, continued from page 7)**

Again, timing is everything, and a lot of variables obviously have to be in your favor before you try this. The ally may never feel totally secure again after Stab 1, meaning stab #2 (may also prove unworkable (that's where unceasing diplomacy should be applied, to prevent such possibilities). The board position has to be right, the timing is critical, and the foe must be strong enough to re-attack your re-ally (when he rejoined your alliance), yet weak enough that you can still push ahead after stab #2 of your allies.

I make no claim that this is an earth-shattering new idea, or that it even has utility for 99% of the games being played. But somewhere, and at sometime, the opportunity will either present itself for a "bait and switch", or you yourself can set the agenda and try it. If for no other reason, a well-prepared Dipper will ensure it's in his/her 'toolbox of options,' should you ever need to fix your Dipmobile. 'Nuff said!

*{Mark Fassio is currently kicking ass as Turkey in the Diplomacy World Demo Game.}*

# New Improved Diplomacy?

by Stephen Agar

This article is made up of a proposition I first made in Spring Offensive No. 14, together with the discussion in Spring Offensive's 15 and 16. The variant design which resulted was published in Spring Offensive 19.

## THE PROPOSAL

*Stephen Agar:* Just for fun I am proposing that we all join forces to redesign (or should that be improve?) good old regular Diplomacy. My idea is that we all sound off about what changes we would make to the original game to improve play balance - nothing that changes the game radically, no new units, new powers or anything like that, but changes to the map, s.c. layout, starting positions etc. Having put together a list of dislikes about the regular game, we will design a version that tackles these problems head on and hopefully produces a very playable game.

To set the ball rolling, let me list the areas in which I think Diplomacy is defective (in no particular order) with some possible solutions:

1. Too difficult for Italy to open against France therefore why not enlarge GoL to border on Rome and give Italy a F(Rome);
2. Austria is too vulnerable if Russia takes Galicia, so divide Galicia into two - one space bordering on War, Ukr, Rum and Bud, the other on War, Vie and Bud;
3. The eternal Ven/Tri problem would be toned down if Italy had a F(Rome) and if Switzerland was a neutral s.c. Failing that separate Ven and Tri somehow.
4. Too many stalemate lines and bottlenecks, therefore divide Moscow into two, one as per the current Moscow, the other bordering on Mos, StP, and Sev. Allow A(Spa)-NAF and vice versa;
5. Turkey (and to a lesser extent England) is too hard to eliminate so complete the whole North African coastline and possibly put a new s.c. in Egypt (giving Turkey another land flank) and make Ireland passable and adjacent to the Mid-Atlantic Ocean;
6. Russia doesn't have enough options with a F(StP)sc, so extend Finland northwards to separate Norway and StP and let Russia start with A(StP).
7. The game slows down far too much towards the endgame so maybe we should consider permitting all Powers to build in neutrals - no more problems with quick expansion because you can't get your units to the front in time.

Okay, many of these ideas are not new and I certainly don't claim that they are - but let me know your views and we can put them all together and see what we come up with.

## THE RESPONSE

*Toby Harris:* I had mixed feelings about your article on "New improved Diplomacy", as follows:

The game, in my opinion would be spoilt by trying to "improve" it - it would be like trying to improve the Mona Lisa by making her teeth show. I agree that your points are valid ones and that some alterations would make a good game - but more as a variant than as an improvement.

There is already such a variant which copes with all bar one or two points you raised - the "Milan" game. As a renowned fan of playing Italy, I was instantly taken in by this variant, comprising a simple map alteration around northern Italy. I am sure you have the details, but if not you can see the article in Smodnoc No.50 which goes into some detail on this very simple variant. It deals with the points you raise as follows:

GoL is enlarged to border Rome in the Milan game. However, whilst Italy does not start with a fleet in Rome, there is the possibility of forcing Savoy (similar to the old Piedmont province) and two options for the autumn - Bur and Mar. Very effective if played with a reasonable degree of skill.

Austria is too vulnerable - not any more! Italy and Austria don't have adjacent supply centres in "Milan" - hence, Austria only has one neighbour to worry about too seriously in the first move. Italy still has the Tyrolian attack on offer, but it is less tempting (with the new leverage on France) and, hence, Austria is happier to open to Gal and possibly arrange a stand off with Russia.

The Ven/Tri problem? Again - not any more! Making Switzerland a supply centre would probably do Italy no favours anyway - it is two moves away from Venice - as it is from the nearest French and Austrian units, and Germany has the centre on his doorstep.

SA: The idea of making Switzerland a supply centre is not an attempt to do favours for Italy, but to provide a focus for action which involves France, Germany, Italy and Austria. By making Switzerland passable the established stalemate lines dissolve and east-west conflict is made easier. It removes the Piedmont bottleneck which inhibits French-Italian aggression. After all, as someone pointed out, Switzerland was passable to Hannibal and Napoleon. Anyway, using the Milan variant would allow Italy to go for Switzerland in SO1.

The Milan game makes the stalemate line much harder to form.

SA: I can't see that it makes that much difference on its own.

Turkey & England are harder to take out, although I feel this is compensate by their lack of flexibility towards the end-game, where wins are that much harder with the two countries. After all, these two countries are more for the safe, steady player than the gambler. I don't see that this is something which needs changing.

SA: If you permit builds outside home S.C.'s then England and Turkey have a great deal of flexibility in an end-game. Completing the North African coastline gives another land route to Syria and broadens the scope of Italian-Turkish conflict which usually hinges around who controls ION.

Yes, there certainly are very few options open to F(StPsc). This is one point where the Milan game cannot come to the rescue. I am all in favour of your suggestion to expand Finland to the north coast and give Russia the army - it also makes life tougher for England, perhaps covering the last point to some degree.

SA: As John Wilman points out, that change is not historically accurate. Alternatively you could give England an extra neutral to go for (Ireland) and let the Russian player choose either F(StPsc) or F(StPnc) in S01.

Perhaps builds should be permitted in any owned supply centre at all stages of the game - after all, it will be 1902 before this rule could be made use of anyway. However, with the two map alterations (is, the Milan map and the extended Finland), the game would probably be much more flexible anyway.

SA: I just dislike the fact that building way behind the front line slows the game down during the endgame. I don't think that Milan goes far enough to be of interest to all the players on the board, although I completely accept that it improves the regular game with regard to Italy/Austria. I freely admit that some of the suggestions I made last time were based on Milan (though that particular wheel has been re-invented several times over the years in different forms. Similarly the idea of Egypt is an old chestnut. I just like the idea of putting a few of these simple map change variants together, along with any new suggestions that people can come up with.

Milan game was originally designed to vary Italy's opening options, although it had very serious knock-on effects on all the other six countries; it strengthened Austria, Turkey & England and weakened the rest. France and Austria are clearly the most effected and I feel that the former needs to be weakened slightly whilst the latter could seriously use a little favouritism.

The fleet in Rome option, I feel, is far too boring - I mean what is Italy going to do with it ? Yeah, surprise surprise - F(Rom) - TYS - Tun; F(Nap)- ION - Gre The only other possibility I can see is to take Tunis with one of the fleets and stick the other into WMS/GoL/ADS/AEG/EMS in the Autumn plenty of choice, I suppose, but it does give the victim time to make their Autumn builds accordingly

*John Wilman:* A few comments on your seven (nice number, seven) proposals to improve on regular Diplomacy.

1. [Separating Tri and Ven.] This is basically the Milan variant, and seems to work quite well. Toby Harris likes it so much that he carries a Milan conversion kit around with him; we played it at Tittlecon.

2. [Splitting Galicia.] I believe that this features in some Fred Davis variants. Fred is one of the best and most respected variant designers, but European history and geography do not seem to be his strongest points - witness the "frozen seas" idea in Abstraction, when every schoolboy knows that the northern Russian port of Murmansk is open all year round; it is the shallow Baltic which freezes in winter! If you do split Galicia, Ruthenia should be the new province. It has been the focus of many historical disputes as to who should own it, unlike Transylvania which is only argued over by Hungary and Rumania (as if anyone would want it anyway).

SA: On balance I don't think there is any need to split Galicia if the Milan variant is used.

3.[Fleet Rome] Italy needs two armies for flexibility, especially if an extra neutral appears in Switzerland, which is in any case counter-historical for the period in which the game is set. The straight F(Rome) variant makes life easier for Austria, but it has little real effect on Italy, who just builds an army instead of a fleet in Autumn 1901!

SA: On reflection I agree. As far as Switzerland is concerned, I am not sure if that is any more counter-historical than allowing Swedish neutrality to be violated.

4. [Stalemate Lines] Moscow is vital for the cohesion of the Russian forces, and has little effect on Stalemate lines. Allowing movement from Spain to North Africa is a good idea if you don't mind four-way nodes.

SA: Here we disagree. I see Moscow as vital in most stalemate lines as it is a big space which can only be attacked from two spaces to the north (Livonia and St.Petersburg) and two to the south (Ukraine and Sevastopol). It nearly always features in stalemate lines being held be a single support from Livonia or Sevastopol. Dividing it in two would make no difference at all to the Russians (I envisage a straight north-south divide with "Moscow" retaining all its present connections).



5. [Egypt] I too would like to see the Mediterranean coastline complete. It needs another sea space - Libyan Gulf - and gives some point to Syria, other than being the justification for the Lepanto. Ireland would have no strategic value without a supply centre.

6. [Russia] You can't do that to Finland without re-drawing the map of 19th century Europe and re-writing history. Besides, Russia needs a southern fleet, and from the south coast it can strike at Germany; it doesn't have to lurch straight into Scandinavia.

SA: I've been giving the F(StP) and Irish problems some thought and what I've come up with is the suggestion that Russia can elect either F(StP)nc or F(StP)sc with the S01 moves, but that England is compensated for the increased difficulties in Scandinavia that this is likely to cause by making Ireland a neutral S.C. Incidentally, according to Vol.XIV of the Cambridge Modern History the 1920 border of Finland is shown touching the Barents Sea and separating Russia from Norway, with Petsamo being marked as a port within Finnish borders.

7. [Building in Neutrals] This is the "Premium Build" rule used in Mercator. Like the Key rule, it destabilises stalemate lines, which Calhamer was rather fond of, if only to show that war is very often fruitless.

Put the best of these changes together, and you have something very like Abstraction, with four supply centres for each country, and a much more fluid game.

SA: At the moment I am only proposing 3 more supply centres (Swi, Ire and Egy) and only six new spaces in total. That's 37 S.C.'s. a compared to Abstraction's 46!

Allan Gordon: I am intrigued by your ideas on "Improved Diplomacy!". I can't think of anything you've missed - possibly a re-adjustment of the English provinces and I've never been keen on the over-omnipotent sea-spaces like Black Sea, North Sea, Baltic, etc., where there are too many S.C.'s adjacent to them.

SA: For England see above. It is difficult to separate BLA without making Turkey and Russia an additional space apart (east-west split) or turning a move to BLA into a guessing game (north-south split) though the latter might work. North Sea would be a bugger to split too -I suppose you could divide it along a Denmark-Yorkshire axis, but it may leave England a touch vulnerable. The other possibility would be to divide it Yorkshire-Holland and ditch Heligoland Bight. I have no problems with BAL as it is.

James Nelson: Whilst I agree with you that something to defuse tension between Austria and Italy is desirable, I do not believe that enlarging GoL to border on Rome and giving Italy F(Rome) is required. This idea has the distinct disadvantage in that it makes France very weak. By doing

this Italy can very easily make a supported attack on Marseilles in Autumn 1901 - how many Powers in Diplomacy can make a supported attack on another player's home centre and still be able to pick up a neutral (Tunis in Italy's case)? This is an important consideration because essentially this is what you'll be allowing Italy to do. What is the point of improving Italy, arguably the worst power in Diplomacy, at the expense of creating a "new" Italy in France?

SA: Err... surely Italy can already do exactly what you suggest (supported attack on another's home centre and a neutral in A01) already - A(Tyr) S A(Ven)-Tri, F(ION)-Tun. Maybe I would be making France into another Austria? However, I do take your point.

I agree that the Venice/Trieste problem is one which needs solving, but allowing Italy to have F(Rome) is not really the answer. You may be interested to know that some research has been done on the success of Fleet Rome as a variant (albeit without any other changes). Geoff Challinger examined the results of completed games in Home of the Brave No.42 (1984) which I updated in Variants & Uncles No.13 (December 1988). I don't believe any games have been played since 1988 as the variant has been largely discredited. The Calhammer Points for the completed games (10) were as follows:

1st	Germany =2.91
2nd	Austria = 2.03
3rd	England = 1.61
4th	Turkey = 1.58
=5th	France = 0.70
=5th	Italy = 0.70
7th	Russia = 0.45

Make of these figures what you wish. I think that it shows that France and Russia do very badly, Italy fares no better and that Germany and Austria are strengthened due to the weakness of France and Italy. I suspect that if the GoL was extended to be adjacent to Rome then there would be little change other than to make France even weaker and England stronger. Italy will then be squeezed between two strong powers (Austria and England or Germany).

The Venice/Trieste problem has an ideal solution which does not wreck to much trouble with the play balance of other powers - namely, the addition of a non-supply centre province, Croatia, between Venice and Trieste (which is thus renamed Zara). Whether this space should be adjacent to all three Austrian centres or just Vienna and Zara is open to debate. One variant even has a neutral supply centre between the two, but as you can imagine this only increases tension, totally against the purpose of the change! In Croatia Diplomacy, Austria has more breathing space but is still vulnerable to foreign units being in Galicia and Croatia, whilst France's strength is not diminished. Furthermore Italy's defensive strength is increased slightly as it is harder

for Austria to spring a surprise attack on him.

SA: I have no problem with this suggestion, save to note that I think it helps Austria a lot more than it helps Italy, and that in Regular Diplomacy in the UK Austria wins more games than Italy already.

I don't believe either that Galicia is so much of a problem. Yes it is a crucial space, much similar to Burgundy and the problem that France has if he allows A(Mun)-Bur in Spring 1901, or the Black Sea if Russia captures it in Spring 1901. Once could also point to important provinces such as the North Sea which borders on six centres and is within one move of another three. Galicia is a diplomatic problem, not a design problem.

I looked at the addition of Switzerland, both as a supply centre and as a non-supply centre, several years ago in conjunction with Milan Diplomacy. I came to the conclusion that it had very few merits. Whilst it does allow the bottleneck of Piedmont to be solved it does lead to additional tension between France and Germany because now not only do they have to be concerned about Burgundy, but also Switzerland which will be adjacent to Munich or Marseilles! Furthermore, a stalemate line still exists. And of course the addition of a neutral centre would make matters worse. How could either France or Germany trust the other to take it when it is adjacent to a home centre? "Forcing" powers into conflict is not a good way to try and improve Diplomacy as any improvements should be made by increasing the options available, not removing them.

A solution to this problem I think I can now see. By dividing Switzerland into two non-supply centres, the eastern half being adjacent to Burgundy, Marseilles and Piedmont, with the western half being adjacent to Burgundy, Piedmont, Tyrolia and Munich, you allow the Piedmont bottle neck to be eased without greatly increasing the tension between France and Germany in the early (alliance-forming) stage of the game. It also allows France, Germany and Italy increased flexibility as now the three can use the two provinces to support attacks against either of the other two, making it easier, for instance, for Germany to head south against Italy, or vice-versa and allowing extra leverage for France and Germany to attack each other and thus ease the Rhine bottleneck.

SA: I accept what you say about making Switzerland a neutral SC., but I don't think making it a single passable space is such a problem. After all there are many examples of spaces being adjacent to two other home supply centres of different powers - ENG, Bur, Rum, Pru, Pie, Sil, Tyr, Boh, Gal, BLA. As you remarked of Galicia above (which borders 3 home centres and a neutral), it would be a diplomatic problem, not a design problem. It would also increase to options for France, Germany and especially, Italy.

I think your suggestion of splitting Moscow into two is very sensible and I can think of no objection to it. Again, allowing A(Spa)-NAf allows more options, but why stop at that? Why not allow F(NAf)-Spa sc? I can see no logical reason as to why direct passage rules should not apply to fleets as well as armies. The logic behind direct passage is that the stretch of water concerned is so small that an army can move across the strait in small flotillas, so surely a fleet should be able to accomplish the same!

I also agree with your suggestion to eliminate the corner positions enjoyed by England and Turkey. Adding a southern coastline seems to open up Turkey and makes the Lepanto easier whilst a new centre on the Med. coastline would strengthen Italy making your other proposed changes to Italy redundant. My suggestion would be to move the centre to Libya and allow Italy to start with two fleets (or possibly even better, the choice of unit in Rome).

I don't think that giving Finland a north coast is desirable. Whilst I agree with you that Russia has no options for F(StP)sc, Russia needs a naval presence in the Baltic in Spring 1901. This is for the simple reason that otherwise Germany can completely dominate this region by building a second fleet in Winter 1901 and there is no way that Russia can then compete in the Baltic nor Scandinavia.

Building in neutral centres is a sensible suggestion and one with which I readily agree. It certainly would make Diplomacy a more fluid, aggressive game as the forces at the front line could be immediately added to without the delay of several turns which often occurs in Diplomacy.

Toby Harris thought that Milan Diplomacy was the solution to your problems but I have to say that it really does not achieve its stated aim which was to improve Italy's poor position! Again, I have some statistics from games played to completion (Calhammer points again)

1st	England = 3.25
2nd	Austria = 3.11
=3rd	Germany = 2.20
=3rd	Turkey = 2.20
=5th	Russia = 1.45
=5th	Italy = 1.45
7th	France = 1.35

Austria is very strong in Milan Diplomacy and France weak, which leads to the immediate weakness of Russia and the strengthening of England. Italy is weak in the mid-game - he can make good early progress against France, but then is sandwiched between a strong England and Austria.

Finally, I come to your proposed change to Ireland, making it not only passable but adjacent to MAO and also a supply centre. Your proposed changes are very bad for England if Russia builds F(StP)nc or A(StP) because it means that England no longer has guaranteed build (because France can

stand England out of Ireland). My solution would be to start Russia with StP sc, make Ireland passable and adjacent to MAO as you suggested, but not to have a supply centre there. And of course, if Ireland is to be passable it really deserves a direct passage connection to Scotland.

SA: Alternatively, you could just have a Liverpool-Ireland direct passage, so England could secure any s.c. in Ireland in S01.

As John Wilman points out, most of the changes you are putting forward turn the game into something like Abstraction II. Abstraction is a much better game than Diplomacy. It has two features which make it more attractive than Diplomacy. Firstly, it uses Army/Fleet rules which allow a more flexible and aggressive game and secondly due to the increased number of provinces there are very few stalemate lines and they are harder to construct due to the power of Army/Fleets. As Richard Sharp said in The Game of Diplomacy, "Abstraction is probably the only variant to ever improve upon the basic game."

SA: What I am suggesting is nothing like Abstraction, in which the board is totally redesigned. Also you are quoting

Richard out of context -what he actually wrote was "This is the expert's variant, considered by some good judges to be the one example of a variant which has improved on the original game" which sounds more like fence-sitting and of course he was writing fifteen years ago.

The other alternative is Davis Diplomacy which adds a High Ocean Box connecting the central and eastern Mediterranean to the western side of the board (thus eliminating the corner positions of England and Turkey), Croatia between Venice and Zara, a 35th supply centre in Morocco (North Africa being split in half into Morocco in the west and Algeria in the east) and Army/Fleet rules. Ireland is also passable, though it is not adjacent to MAO, though it does have direct passage to Clyde.

*Steve Rennie:* I am fascinated by the debate over an improved Diplomacy. The difficulty of adding options, strengthening Austria without weakening Italy too much and the importance of not tinkering too much with a basically excellent game all appear to have been addressed by your option of three new supply centres. I should say that in considering options I think history matters not a jot, the game is all.

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## Diplomacy II

Assembled by Stephen Agar from ideas provided by others

0. All the rules of Regular Diplomacy apply save for the following.

1. The following new spaces are created as shown in the map above:

Ara    Arabia  
Egy    Egypt (())  
Ice    Iceland (())  
Ire    Ireland  
Lib    Libya

Mil    Milan (())  
Pal    Palestine  
Sib    Siberia  
Swi    Switzerland

Milan is an Italian home supply centre, in place of Venice which loses its supply centre status. Iceland and Egypt are new neutral supply centres. Tuscany is not a space in this variant.

2. Italy starts the game with A(Milan) instead of A(Venice).

3. Russia has the choice of starting with either F(StP)sc or F(StP)nc. The starting position of the northern Russian fleet is revealed along with the S01 orders.

4. Powers may build in any vacant neutral supply centres that they own, provided they still control at least one of their home supply centres.

5. There are now 36 supply centres, control of 19 is needed for victory.

6. Units may pass directly from Ireland to Clyde and vice versa. There is a 4-way junction at Gibraltar between MAO, Spa, WMS and Naf, thus units in any of these spaces may move into any of the other three.

*{Stephen Agar is the Diplomacy World Variant Editor.}*



# In Search of the American Continent

by Roland Isaksson

I have this theory of mine, not many share it with me, I am sad to say. I do not believe in the American continent. Well, why should I? Just because everyone else does? No, and I have not yet seen any evidence of its existence. This outrageous country, how could it exist? With all these strange people. And strange things.

I say it is a hoax. A very well worked out hoax. With a long tradition and a lot of resources to keep the conspiracy alive. From Columbus himself to the today media all benefits from the hoax. What would they have been without America? Nothing.

Diplomacy is a hobby that I divulge in. Less now than before, but still. I have played the game since 1986, when I first encountered it with the "help" from some of my "friends". I was somehow picked to play Austria-Hungary, and a couple of turns later on my way home... That year I also played my first tournament game, at the Borås Convention. I ended up on fourth plays on the single board played. First to third were my tutors.

Since then I have played a lot of games, mostly face-to-face on tournaments. But also a lot of e-mail games and some by post (and facsimile). Most memorable, successful games are the GothCon tournament (18 center Germany in the qualifications, and a 11 center Italy in the final), my first postal game in which I played Russia and won (18 center), an e-mail game where I was Turkey and with patient diplomacy in the end managed to break through a true stalemate line (!) and win (18 center).

Although the most memorable achievements are those foreign tournaments that I have participated in. The first European Championships in Paris 1993 where I got the price for Best France. And the World Championships 1994 in Birmingham where I got price for Best Austria-Hungary and was the top player in the winning Swedish team.

This summer I had the opportunity to try to find out for sure if my theory about the American continent is correct. The World Diplomacy Championships (WDC) were to be held in Columbus (Ohio, US), so what could be more perfect than going there, find out and win some Diplomacy games.

For a long time it looked like I would not be able to go there. It costs a lot to travel there. Even if they probably only fly in circles above the Atlantic before they land the plane in some remote, secret part of Europe or Africa. But after a short talk with my boss (Bosse Wänghammar) at Algonet AB, the financing of my and a couple of friends trip to the US was settled. My choice of teammates landed on Björn von Knorring and Leif Bergman. Two active and successful players the last few years. Maybe I would have

chosen differently if not some players had been caught in the plague called Magic: The Gathering.

Larry Peery kept us up to date with everything happening around the tournament for a few month before, with lots of stuff to read. Mostly his own thoughts on different topics, as usual. And I am grateful for that. Larry is one of those rare guys who not only talks but also get things done. Even if he do talk too. And a lot!

Our plan was to get there one week in advance and have some rest and recreation before the WDC. We decide to start with one week in Boston and then move to Columbus and stay there for one week including the tournament weekend.

The trip there took as expected a very long time. We started from Arlanda Airport in Stockholm, changed plane in London after a couple of hours waiting and landed in Boston several hours later. Tired.

Our expectations on the trip was high. I usually is very calm about these things. Never worry or be excited over what may or may not happen in the future. No big difference this time, but I had good hopes on a fun and interesting trip. Björn is very much the worrying type. He always has great "angst" prior to Diplomacy games and tournaments. I do not know what was his biggest worry during this trip, encounter a drug-crazed serial killer with three machine guns and a knife big as a sword in an dark alley or facing Diplomacy players older than his own father. Leif is a communist. He did probably expect to be caught by the CIA and tortured at least once during the two weeks. But worry about it, no, that is not Leif. And besides, he has experienced it before.

As the future was soon to tell us, he got away easy. All that happened was that a few things disappeared after passing through the customs on the way there and back. Four (out of nine) boxes of Swedish wet snuff, a toothbrush, the cap on a deodorant bottle and a pair of shoes.

Boston. We arrived in nice weather. A bit too hot for my liking, but it should become worse. Our hotel was situated quite central, just a few stations with the subway from the city center. When we got there our room was not ready so we sat down a waited in the lobby. And had our first conversation (apart from the cabby) with strangers in the USA. They were from Sweden! They said they had travelled around the States by car, but probably they were agents of The Conspiracy. They looked like trustworthy middle-age people, but that made me even more suspicious.

The morning after we read in a newspaper that a Swedish Au-pair had been butchered and that the police had found one half of her in a container not far from our hotel. Just



what you could expect. This was USA, just like on TV... Actually Boston was not so much an American city as Björn and Leif had expected. Overcrowded streets, minority ghettos, drug addicts and criminals all was very scares. I must say that I liked Boston very much. Boston is a very nice city, green, young (thanks to all the different schools) and clean. And I loved the view from "the tallest building in New England"! It was great, far better than from Eiffel tower in Paris. Especially I liked to watch the planes leaving and arriving to the airport by the seaside.

The vacation in Boston was very successful. We had a good time, stayed fairly cool and looked around. Did some shopping, mostly records, watched the USS Constitution (a, in US terms, old warship), visited a computer museum (from where I did send some good advice to Bill Clinton) and tried to get in to a baseball game. All the seats were sold out since ages ago. And I did not want to be standing for hours in the heat, watching a strange sport, which I probably not would like.

American food culture. I like it! By Swedish standards you get more and tastier food for less cash in the US. Probably it is because people seem to eat out more than in Sweden. Breakfast for instance. Hardly anyone eats breakfast outside their own kitchen back home. A slight hiccup to all this is of course that you have a much harder time buying and making your own meals in the States. Especially Columbus should prove to be such a place. No ordinary grocery stores. Boston at least had its University Convenient Stores. Where you could buy bread, cheese, butter etc. In Columbus you had to get to a Supermarket.

Near Boston is Salem. We went there one day. Salem is a nice little town, but slightly too hysteric. Just because they happen to have something called a history. A few women were burnt as witches a long time ago. Everyone in the town has to make a buck out of it. On my map even a place called Castle of Dracula should be situated there. Well, some things were quite interesting. Like a couple of shops with "mystic" things, and a theater performance of a witch trial that we attended.

One week ends fast when you have fun. We went by US Air to Columbus, a much shorter journey than the last one. Columbus was much hotter than, though. Aargh, pain! We had some trouble with the reservation on our hotel (Best Western Columbus North), they did not want to accept our receipt. But it all worked out to the best after a few phone calls, to the agency in Sweden and their HQ in New York.

Step by step we started realize that Columbus was one of those cities which has been cursed by the car-demon (or something similar, like the General Motors). There was no subway or any train what so ever. Apparently there had been a train station in Columbus earlier. But since no one used it, it closed. Trains still pass right through though. How about buses then? Well, yes they existed, but only on

weekdays. And TWICE a day, 6.47 and 7.10 in the morning! But by cab on the Highway it took about ten minutes into the city center.

Very close to our hotel there was a small shopping mall. They had everything there. Almost. Restaurants, arcades, cinema, records, clothes, liquor, tobacco and the largest candle shop in the US. But if you wanted bread or maybe some ham you had to take your car and go to the Supermarket.

Apart from that Columbus is quite a nice city.

WDC VI joined forces with DipCon XXIX and Origins XXI this year. Origins is a huge convention. In Sweden GothCon, which is the biggest, comes close to one thousand attendees, but Origins had about eight thousand. There are a few other things that are different from Swedish conventions. At Origins there were a big exhibit hall were a lot of game manufacturers and shops had booths. Not as in Sweden, where just a couple of gaming shops are represented. The Swedish conventions is open around the clock, with tournaments at every hour. And the gamers bring their own sleeping bags to sleep on the floor. This is not the case in USA, probably because the gamers age are much greater there. But as in Sweden "Magic" ruled. Everywhere you turned your head, there was a bunch of card players, trading or gaming. Also like in Sweden there was art shows, films, auctions, Live Role Players (vampyers), computer games and miniature wargames.

One different thing that I noticed was that a much bigger number of tournaments, all kinds of boardgames and lots and lots of different AD&D adventures. But the number of attendees in every tournament was quite small. In Sweden we have fewer but bigger ones.

I liked the exhibit hall, lots of things and games to look at and people to talk to. Sadly it opened very late, not until four in the afternoon the first day. I had planned to buy more games etc than I actually did. but the last day I had not the time to visit the exhibit hall.

When we first got to Origins it was the day before it officially opened. But you could register and play/trade Magic with others who also had showed up early. We walked around on the premises and talked to some people we had met earlier in our lives. Like some Swedish card players and Steve Cox a Diplomacy player from England.

The next day the tournament begun, but not until in the evening. Which was a big mistake. Since the games had no time limit (I like that!), some people got not much time to find some sleep before the next game started in morning again. In Sweden we have time limits, usually set to 1908. Which is a bit sad I think. I like longer games. Instead you usually is able to play four or five games, apart from WDC where you only got to play three.



In my first game I was appointed leader of all of Russia. The only other player I knew anything about was Pascal Montagna (WDC Champion 94 in UK) from France, who played Italy. The other were all Americans (A: Schneider, E: Ehlers, F: Avinger, G: Chase, T: Sampson). In the beginning it went alright. I was able to take positions in Austria and move down into Turkey after taking the Black Sea. Sadly Schneider was a complete beginner, and when I gave him all help he could possibly need against Pascal, who had stabbed him. He did not took it. He did not even defend. He did nothing. I was in a hurry, even though my war with Turkey went well I had not got the time to finish him off before Pascal was through Austria and on his way against me.

He grew fast. And no one could stop him. So I pulled back, past the stalemate line and started to organize the defense. We did put up the line and the game ended. I had at that point two centers left Stp and Mos. England, Germany and Italy shared in the draw. Pascal had at that point 12 centers excluding a few "free" ones in Turkey. This was all early in the morning, and if I had been slightly less tired I might have pushed harder for at greater draw. Me and turkey was still both alive and vital parts of the stalemate on our different sides.

After that I got a ride back to the hotel by Pascal and Bruno Giraudon. Thanks alot! Great guys both of them. BTW, Bruno is the WDC champion of 1995 in Paris.

Next day. And time for the team tournament right after breakfast. This was the most important round. Sweden had won the two latest team tournament at WDC. At WDC IV in UK (with me and Björn on the team) and in Paris at WDC V. I was selected to play Turkey this time. And now I met a completely unknown set of players (to me). Apart from Jamie McQuinn who I had bribe the other day with one issue of our book of strategy and tactics in Diplomacy, in Swedish! He got to play Austria. Other were: E: Singer, F: Milewski, G: Stewart, I: Miller and R: Brase.

It all started quite unusually. Italy came to me asking for a alliance between him, me and Austria. Interesting I thought. And asked McQuinn if he was in. And he was! Great. So we played along for a while. Splitting up the Balkans and moved against Russia. While Miller headed against France. When I had Sev, Rum and Bul with armies, and McQuinn still had not been able to take War I could not resist the temptation anymore and stabbed! They were choked. I can not imagine why, I just very peacefully moved in my armies into Ser and Bud. And moved in a couple of new ones into Rum and Bul. Maybe the fact that I stabbed in the spring helped. :-) I also took Gre that year.

On the other side of the board Germany was also growing, even faster than I. And suggestions on draw popped up. We voted on a G/I/T draw. I said I was all for it, but voted no. Stewart on the other hand said already before the voting that he was very reluctant to vote yes. Which with some help

from me. Made Italy think he was the bad guy, not I who had stab our ally. And so he started to help me move further and faster north and west. In exchange I spared some of his centers (Ven, Vie and Tun) who I easily could pick up at any time when I needed them.

The trouble was that Germany continued to grow and fast. When we both had reached the stalemate line we both got kind of nervous. I could break through with the help of Miller, but to win I had to take his centers too. In which case he would turn on me, and with his last two fleets (in Spa and Por) he could give the victory to Stewart. So, we decided for a two-way draw T/G that past. I had at that moment 14 centers.

And it was enough! Team Sweden had taken its third WDC gold out of three possible! Björn had a win with England and Leif a three-way draw as Turkey.

After that it was only the Sunday game left of the tournament. It should start in the morning (which it did) and end at a time we, as players, did not know until it was time.

As soon as I had heard the names of the other players in my Sunday game, I knew it would be a very though one. I might even have screamed... Known names was Björn (known as untrustworthy, lying bastard and one of the best players in Sweden) who got Italy, Pascal Montagna (again) with Russia, Steve Nicewarner (seen his name several times in the e-mail community) as Turkey and Bruce Reiff (one of the organizers, and a loud one too) drew France. The other two I had never heard of, Marc Borer (Canada) who showed to be a very able Diplomacy player got Austria and a guy called Mazza ended up as Germany. I myself got to play England. I always have trouble playing England, it seems so hard to get your armies into the continent. But if Germany starts as he did this time, moving to Den, Pru and Sil, even I can handle England...

At the start of the game I had one objective, to keep Pascal from getting a good position. I knew he was a threat to me and others in the tournament. I also knew I had to keep an eye on Björn. If he was let loose, I had to put a plug in the Atlantic to stop him from moving north.

As it happened I seemed to be friends with everyone the first couple of years. Reiff had plans regarding Germany. Who just wanted to take out Russia. I myself just wanted EVERYTHING! Haha! Hmmm. Well, I started picking on Russia and Germany. And it went fairly well. But I was increasingly worried about France. He was clever and had a few odd plans going. Always including fleets. I did not like that. And neither did Björn. So when I got the opportunity I moved into the channel and started the conquest of France. But I never got very far. He soon pulled back, with all his armies. And when I did not get any help from the Italian (he was too afraid of me, see) I was soon thrown out of the mainland again.

In the meantime I slowly grew in Scandinavia, Germany and Russia. Pascal did not much to stop me. He was instead very frustrated over Borer, and wanted have him dead. Pascal did for some reason all he could to get to him. That was ok, by me! Even though I liked Borer and his style of playing. He is good and could become great!

Reiff took control of his country again and wanted of course to see my fleets sail away. I on the other hand wanted to make a new try on his centers, but since I did not get any help I took his offer on moving into the Med. The plan was to either surround France even more and then launch a new attack. Or if France and Italy started to cooperate for real (which seemed likely) against my fleets, disband them off the board and rebuild them as new fresh armies to be launched against central Germany and Russia.

The later case was what it was going to be. But before I had the opportunity to rebuild them and march south, the game was over. It ended in a four-way draw, since we could not agree on what it should have been, the referee (Dan Mathias) chose it for us. I had at that moment 12 centers, in spring. A couple of more by the end of fall. With a smaller draw I would have climbed in the final standings. Now I ended up on a ninth place. Same as last time WDC IV in Birmingham, UK.

Well, I am more than pleased with my accomplishments at WDC VI. Team Champion again, Ninth place again and a special honorable prize. And Leif and Björn did even better. Second and third place, with prices for Best Italy and England. Sweden dominated the tournament!!

Luckily for the Americans Pitt Crandlemire won the individual one. Congratulations Pitt! Else what would have happened to the American hobby?

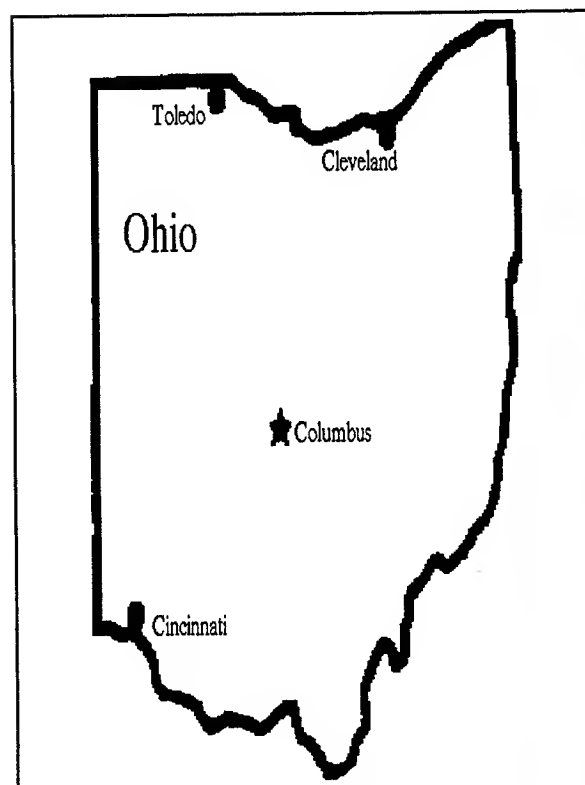
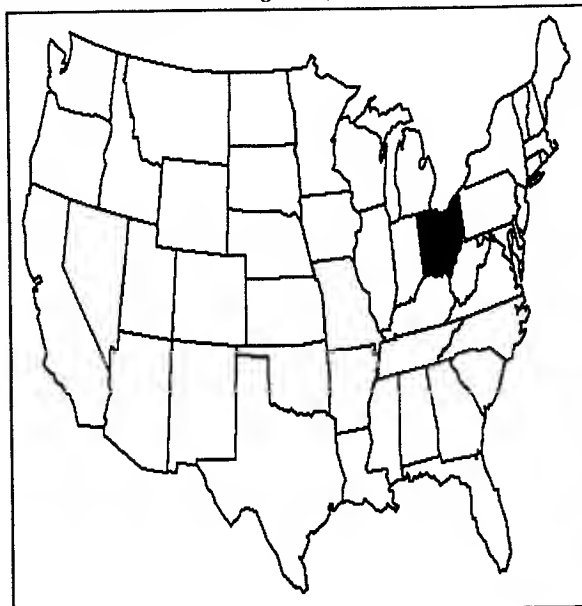
I had a great time at the WDC! The best moments were as always the in between socializing. It was as usually great to talk to Larry Peery. And with, to me, the new faces Edi Birsan and Pitt Crandlemire. Hopefully we will see each other again in Göteborg, Sweden next Easter. When it is time for WDC VII. We expect to see full teams from USA, France, Norway, England and Finland. And maybe China! Who knows?! It is not as far fetched as it sounds. Apart, of course, from many hungry Swedish teams who all want to conquer the gold for Sweden for the fourth time. Be sure to show up and beat the ruling European Champion (1995 in the UK and 1996 in Norway), Inge Kjol of Norway.

After that it was not much more left of our trip. We stayed a couple of more days and then left by air. Changed planes in Pittsburgh and London, and stopped by in Oslo. After that I slept for 26 hours, just waking once.

Well, does the American continent exist? I still do not have any solid proof of it. But I am beginning to be inclined to believe so. Why? Well, commercial tv at the hotels.

Commercials ever few minutes, and in between lousy gameshows and the same news over, and over again. To endure that you have to be from another planet, or at least another continent.

*{Roland can be found on the internet and in a few Swedish Dip zines, when he isn't busy updating the information on his ancient and unreliable globe.}*



# Dippy Double Talk

by Mark Berch

The words are staring at you on paper or on the screen. But what do they really mean? Here's a handy guide.

**I've always wanted to try this opening:** I've never found anyone gullible enough to go along with this opening.

**The plan involves some really major risks:** I might lose a Supply Center.

**This plan involves some fairly minor risks:** You might lose a supply center.

**Which ever plan you choose, let me know:** I can stab you either way.

**France told me over the Phone:** France told me nothing of the sort.

**Your letter didn't get here in time:** I didn't want to do what you asked.

**He's an awfully strong player:** Hey, attack him, not me.

**A 17-17 draw is a very satisfying conclusion:** I can't figure out any way to get my hands on an 18th center.

**I get only short term benefits:** I get to build immediately.

**You get the long term benefits:** You'll build on the 12th of Never.

**I'm sure your luck against Italy will change next season:** I'm not going to send him your moves this time.

**Let's make Tyo a demilitarized zone:** I don't have the strength to attack Tyo yet.

**I had completely forgotten that Belgium was yours:** You forgot to defend Belgium.

**We can sort out the SCs later:** My bargaining position will be much stronger later.

**It was so obvious that I neglected to mention that:** I knew you wouldn't like it.

**The general gist of your letter was that...:** I only skimmed your letter before pitching it.

**My fleet-to-army ratio was getting unnaturally low:** I need fleets to stab you.

**My disorder was accidental:** It was deliberate.

**My disorder was deliberate:** It was an accident.

**I think we trust each other enough to skip the arranged standoff:** I'm finally ready to attack you.

**The tactic you mentioned hadn't occurred to me:** I was hoping you wouldn't think of that plan.

**Since you picked the tactics last season, it's my turn:** It didn't matter what we did last season.

**I'm sure you analyzed this very carefully, but...:** I can't make heads or tails of what you wrote, so I'm going to do what I want.

**I've heard that rumor too:** I made up that story two weeks ago.

**I don't play for ratings, I play for fun:** I'll do whatever it takes to win.

*{Mark Berch is a former DW publisher, and a very funny guy!}*

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## Swords and Daggers

The Diplomacy World Letter Column

**Brent McKee [Saskatoon, Saskatchewan, Canada]:** I enjoyed the content of DW #79, but I was less than happy with the format. I much prefer the 11 x 17 paper that you were using. Of course, I can readily understand if the reason for changing was a matter of cost or because the printers didn't have the larger paper. I do however hope that future issues will be in the booklet form. Makes things look very professional.

*{I, too, much prefer the 11 x 17 paper. Unfortunately, my printer has changed their pricing policy, and now it costs an additional 3 cents per side compared to what it used to, while 8 1/2 x 11 actually when down a bit in price. The extra costs would be more than 50 cents an issue, which I can't afford to lose, and I don't really want to raise the subscription price just to use the better paper. So, unless the pricing structure changes or a cheaper printer falls out of the sky, we'll be doing the zine on the standard*

*8 1/2 x 11 for the time being. **\*\*LATE UPDATE\*\*** - Just got off the phone with the wonderful Barbara at my copy shop, and she has bitched at the home office enough to lower the price of the booklet machine back to the original rate. So, you should be reading this zine in booklet format already!}*

**Fred C. Davis, Jr. [Ellicott City, MD]:** I've just learned that in Britain, they now have a two-level poll. There is one Poll for gaming zines in general, and another one for just Diplomacy zines. I think this is what we need in North America, for both the Hobby Awards and the Runestone Poll. Then, we wouldn't have SOB winning the original Zine Poll and Manus Hand winning the Miller Award. Alternately, I'd support your idea for a separate set of awards for the PBEM hobby.

*Anyone else have any thoughts on this or other topics?*

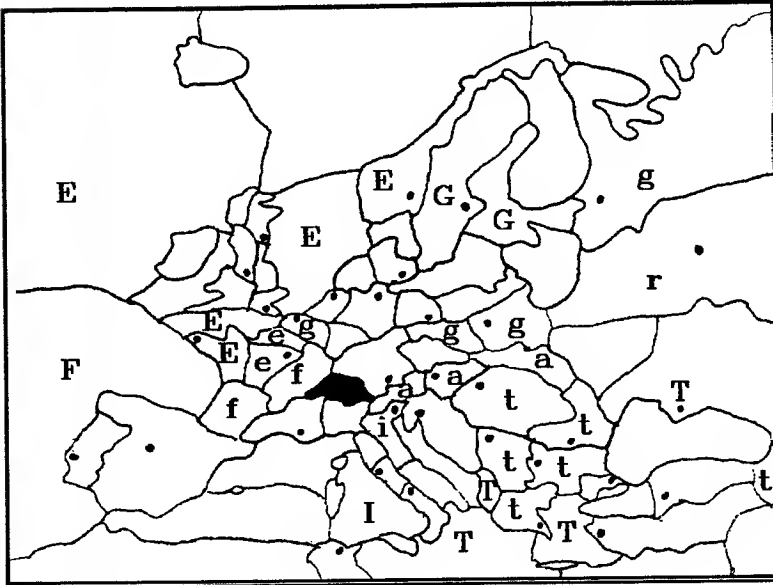
# The Diplomacy World Demo Game

Flapjack - 1995HD

**The Players:** Austria - Dave Partridge  
England - Mike Gonsalves  
France - Paul Milewski  
Germany - Stephen Koehler  
Italy - James McQuinn  
Russia - Jerry Ritcey  
Turkey - Mark Fassio

**The GM:** Douglas Kent **The Commentators:** Brian Cannon  
Jim Grose

## Winter 1904/Spring 1905 Results:



*Austria:* Ret A Tri-Tyr, Rem F Ion, A War..A Boh-Vie,  
A Tyr S A Boh-Vie, A Gal-Bud.

*England:* Bld F Lvp..F Nwy S G. A Lva-StP,  
F Lvp-NA, F Ech-Mid, A Par-Gas, F Bre S A Par-Gas,  
A Pic-Par, F Nth H.

*France:* Ret A Par-Gas.. A Gas-Bre, A Mar-Bur,  
F Mid-Bre.

*Germany:* A Bur-Bel, A Lva-StP, F GoB S A Lva-StP,  
F Bal-Swe, A Pru-War, A Sil S A Pru-War.

*Italy:* F Tyn-Ion, A Ven-Tri.

*Russia:* NMR! A StP U(ret Fin, OTB), A Mos U, A Vie U.

*Turkey:* Bld A Ank, A Con..F Eme-Ion,  
F Aeg S F Eme-Ion, F Tri-Alb, A Ser-Tri,  
A Bud S A Ser-Tri, A Gre-Ser, A Rum-Gal, F Sev H,  
A Con-Bul, A Ank-Arm.

## PRESS

*Turkey:* Boo hoo -- poor lonesome me! No one wants to play games with me. Instead we peace-lovers are confronted with threats ("build another army and we're at odds"), demands ("this isn't enough; support me to X or receive another Bronx Cheer"), or -- per the norm this game -- silence (Earth to Italy, England, and France...can you hear me, Major Tom?). Sigh...what's an overgrown, imperialistic slob like me to do!?

*France - All:* It is an honor to be among such illustrious company, or in the case of England, such illegible company.

*Turkey - Austria:* Dave, your counteroffer sounded good, but left out glaring details, like what unit to support? What does Italy think of all this? and, most importantly, How does this affect your puppetdom to Germany? Man, I sure gummed up the works when I stabbed. May as well follow through. Hey, nice use of drawings and highlights in your last letter., by the way!!! How's the leg, new bambino, and overall family/life?

*Turkey - Italy:* Nice use of, ah, air, in your last letter...yeah, that's the ticket, air! Speaking of, any chance you'll use the AIRwaves and write?

*Vienna - London:* England rules the Waves, and they seem to be sunning themselves on the beaches of Gascony! How about putting out to sea and joining the fun down here?

*Turkey - Board:* The remainder of my press will use today's work, "helm."

*Vienna - Berlin:* We're planning an Oktoberfest in Vienna, come join us and bring your best brews!

*Turkey - France:* I hope Milewski's at the helm. As a human, I'm sure you're a Swell Guy. But as a Demo Game player, you bring to mind the classic phrase, *Caput tuum in ano est*.

*Austro/Italian fleas to Turkish dog:* You should know by now that you can't kill us just by stomping on us. We are the itch that you cannot reach, the drips that won't stop. We are your wife's Aunt Myrtle come for a three month visit, we are your worst nightmare. We are stomp-proof, DDT resistant and radiation proof. We'll be here long after you are gone, laughing on your bones. This is Hell, enjoy your stay!

*Turkey - Russia:* Did you ever listen to the 70s group, The Band, with Levon Helm as lead singer? One of their songs, "The Weight", feels appropriate for you and I right now. I stand by you to the end, my silent pal.

*Italy - Turkey:* So, did your better offer materialize? Was it really worth waiting a season?

*Turkey - England:* What the helm ails your letter-writing hand, Mike? Goodness, it's almost mid-game and I have yet to get more than a passing cars -- and that in 1902! The Sultan views the English silence with grave alarm, and can only conclude that you and the Kaiser are in cahoots for the duration, even with those two...ahem...misordered English supports for Germany. PLEASE write, even to send a raspberry!

*Italy - Austria:* Well, Stanley, this is another fine mess you've gotten me into.

*Turkey - Germany:* Your letter was a nice surprise, Steve. The only downer was your concern if I built more armies. But what SHOULD I do? Here I find out that you're supporting an Austrian puppet, meaning my flank and advance line now faces two neighbors. In addition, your armies are racing east to block me. And let's not forget the lack of fighting between you and Mike. Nope, I have three fleets at the front, and the fourth will soon set sail -- I think I'm full of fleets (some would say I'm full of something else!) for now. I'm sorry if this antagonizes my great German neighbor. Tell you what: I'll build fleets when YOU build fleets, ok? I already have twice as many as you.

*Italy - Standby France:* Welcome to the game. Just to bring you up to date, Italy has always been your friend in this game. Any misfortune that may have befallen your country can be traced directly back to Turkish treachery. No, honest. You really don't need to go back and look at the previous seasons.

#### Commentary - Spring 1905

**Brian Cannon** - Well, Mike (Eng) didn't stab Germany in the Spring after all and Germany, seeing the danger, not only moved to block the most likely stab points but even walked into an English dot (at the expense of allowing France in to Burgundy). England, on the other hand, built a fleet in Liverpool, which is as close to German friendly as he could get. Another point to watch is that if Germany takes Moscow in the fall, covering Warsaw from Silesia, Stephen could pick up 3 dots this time and springboard PAST England into 2nd place with 10 !!

Will he (G) ?? If so, then what ?? Stab England, block Turkey in Asia and go for an E/G 2-way ?? [That would be a sort of modified Juggernaut as both G & T move west, G in the north & T in the south]. Stick with England and go for an E/G 2-way (hoping to punch out Turkey before he can grab Aus & Italia and set up a stalemate line to force a 3-way) ??

Will England wait for Germany to decide, or will he try Diplomatic plays of his own. For example, cutting a deal with France for a joint E/F incursion into Germany before he gets any stronger. Such a move would also have the advantage of possibly getting more fleets (French builds) into the Med to help slow down or stop the Turkish leader. It also tends to leave England in a more Pro-active, rather than Re-active position - and that's always more desirable.

Austria ceded Warsaw to Germany and removed his fleet. It appears he is mostly intent on keeping more Armies along the line of Turkey's advance. That's fine as far as it

goes, but I/A really don't have the pieces/position to stop Turkey in the Med, only slow him down. And when Naples/Rome fall, more Austrian armies disappear. It's kind of humorous that Austria's 3 armies are supported by 2 Italian & 1 Russian home supply center! Otherwise, I don't think I/A (esp with Russia NMR'ing) can afford to rely on Tactics to save their "poor, miserable hides" - but DIPLOMACY has been known to work wonders. Surprises? We'll see. Ok guys, the chips are in the fire <yea, yea, a mixed metaphore>, show us what you are made of.

Faz's (Turk) tactical & Diplomatic war against the armies & minds of his IAR opponents continues to roll along. He notes (in the Press) a letter from Germany [looks like Stephen \*is\* trying to open options for himself] discusses his need for more armies even if it means no German ally. Is this on the level (?) or a Diplomatic ploy aimed at fostering distrust between E & G ?? We'll see. Actually, if he formed a G/T here he \*wouldn't\* need more armies (for a while). And Germany would have to be very careful about stabbing England (if he is thinking of it) with Turkish infantry threatening to hit him from behind as soon as he was engaged. It will be interesting to see what develops but the press suggests that Turkey may be being a little too greedy for his own good if the result is Germany & England staying together for the duration.

\*Decision\* time (for Eng, Ger, & Turkey) is fast approaching. Stay tuned, it should be interesting.

**Jim Grose** - The best long-term hope for Italy (and possibly what may see Turkey win rather than be part of a draw) would be for Italy to let Turkey take Nap from Austria-Hungary this year and to cede him Tun next year. Italy could take Rom from Austria-Hungary this year. Turkish fleets could then rush west.

Austria-Hungary, on the other hand, should try to persuade Italy to support him into Tri.

The Russian situation is hopeless. He could counter-attack StP but he'll be left with, at most, one.

Regardless of what Russia and Italy do, Germany and Austria-Hungary are allied and will give Turkey a strong challenge. Germany should attack Mos from StP this fall, before Turkey moves a supporting army to Sev.

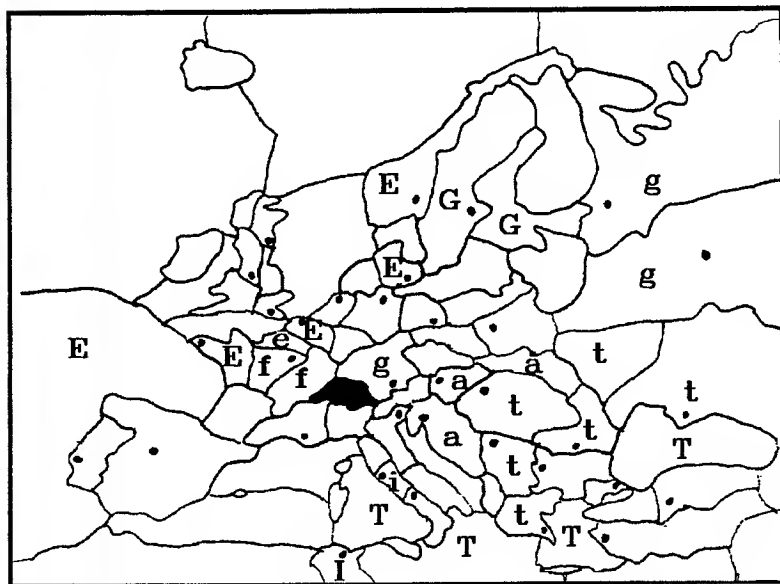
England is still paying dearly for vacating MAO in Spring 1904. Unless he wants to risk chasing a French fleet

around Scotland, he'll have to occupy NAO, Iri and Eng before retaking MAO and finally threatening Bre, Spa and Por. While his attacks on MAO and Gas guaranteed that he'd keep Bre, his F Nth hold was criminal. Who is the attacker and who is the defender? Why not F Eng - Iri, F Nth - Eng, A Pic S F Bre, A Par S Ger A Bur? Time is of the essence!

I was impressed with the French moves, which cut the support of Bre in attacks on either MAO or Gas but did not risk actually vacating either space and exposing France's remaining dots.

The most puzzling move was Ger A Bur - Bel. Has he stabbed England - on a spring move and thus risked losing Hol or Den to England? Do they plan to convoy to Bre - and risk losing Bel or Mun to France? Has he secretly allied with France? Time will tell.

### Fall 1905 Results:



**Austria:** A Tyr-Tri, A Vie S A Tyr-Tri, A Gal-Bud.  
**England:** F Nth-Den, F Nwy S R. A Mos-StP(NSO), F Nat-Mid, A Pic S F Ech-Bel, F Ech-Bel, A Par-Bur, F Bre S F Nat-Mid.  
**France:** A Gas-Par, A Bur S A Gas-Par, F Mid-Bre(ret Por, Spa(nc), Spa(sc), Gas, Wme, Naf, Iri, Ech, OTB).  
**Germany:** A StP S A War-Mos, A War-Mos, F GoB S A StP, F Swe S E. F Nwy, A Bel S E. A Pic-Bur(ret Hol, Ruh, OTB), A Sil-Mun.  
**Italy:** F Tyn-Tun, A Ven-Rom.  
**Russia:** Ret A StP-OTB.. A Mos-U.  
**Turkey:** A Bud-Gal, A Ser-Bud, A Gre-Ser, F Alb-Ion, F Ion-Tyn, F Aeg H, F Sev-Bla, A Arm-Sev, A Rum-Ukr, A Bul-Rum.

### Supply Center Chart

Austria	War, Nap, Tri, Vie=4
England	Lon, Lvp, Edi, Nwy, Bre, Bel, Den=7
France	Mar, Por, Spa, Par=4
Germany	Kie, Ber, Mun, Hol, Swe, StP, Mos=7
Italy	Ven, Rom, Tun=3
Russia	None=0
Turkey	Con, Smy, Ank, Bul, Sev, Rum, Ser, Gre, Bud=9

### Build 1 (no room)

Build 1  
 Build 1  
 Build 1  
 Build 1  
 OUT!  
 Remove 1

### PRESS

**France - All:** I hope I have not misjudged last turn's German move into Belgium. If it was an elaborate ruse to cause me to confide in Germany unwisely, I am done for.

**England - Germany:** To be blunt, I don't believe you. When it looks, stinks, and feels like something it usually is. Moves are purely defensive. If you are telling the truth, we can talk.

**Austria - Turkey:** Honey, I'm home!

**France - Nobody in particular:** Wasn't there a player who went by the pseudonym of Flapjack in Kathy Caruso's zine years ago? Are we honoring the past or did somebody simply want pancakes for breakfast?



*GM - France:* Flapjack was (and is) the one and only Jack McHugh, previous publisher of Diplomacy World and a good friend.

*Austria - Germany:* You backstabbing, pestilence ridden son of a swine. (P.S. If you gave me back Warsaw, please forward this note to Turkey!)

*France - Turkey:* *Sic transit gloria mundi*, and that goes for Gloria's sister Ethel too.

### Fall 1905 Commentary:

**Brian Cannon** - Wonder of wonders, Miracle of miracles. France, Austria, and I-tal-y are **\*\*ALL\*\*** Plus One !!!!!

I/A/G are all working to stop Turkey but are not really in position to do more than slow Faz down if he plays it right. I was frankly a little surprised that Turkey didn't convoy an army into Italy's boot. Faz seems to be trying to attack all along his I/A/R(now G) front at once rather than holding the enemy on one area and delivering a weighted/concentrated blow to one weak point (the key to breaking the defense). Of course, if he is intentionally taking a "go-slow" path to better get another ally from England or Germany, this may be a good way to go about it.

England & Germany continue to dance (it's not the Charleston or a Waltz, maybe it's the Hokey-Pokey ?). The E/G attack on France has totally collapsed (even tho Mike "did" finally retake the MAO)., Germany tried to snag Belgium from England, only to lose Denmark - and still get a build). England is even, but with the annihilation of his Parisian army gets a (re)build. This could be significant since it gives him another unit to use against Germany if he wants. The problem is that he risks losing Norway in the meantime if he isn't careful. Germany, on the other hand, with a build "could" try to begin whittling England down a little in hopes of using those builds to keep after Mike but at best that will be a long drawn out process. The problems are 2-fold: (1) What side/part will Paul (France), <he that is on his second or third life already>, take in an E/G war; and (2) What side/part would Faz (Turkey) take. Faz could take Germany's side by continuing a slow growth policy that left Germany free to come fully to grips with England, while he continued to spread across the Med, and get into a good position to accept a 2-way G/T or to try for a solo. OR, Faz could take England's side, punch through the A/G, draw off Germany's builds, and allow England to counter attack Germany and move toward an E/T 2-way. OR, perhaps E/G will manage to work out their differences and resume an E/G assault on France. Given the difficulties of fighting each other, they may just do this.

At this point, I'd have to give the inside track to Turkey (in spite of losing a dot this year). He is still the one with the easiest expansion path and the greatest flexibility for choosing allies. England & Germany have to be careful lest they wind up at each others throats in a brutal war of attrition that only Turkey would win. Italy, Austria, & France are mostly trying to figure a way to survive until they can climb back into this. France "might" succeed-if he can keep England & Germany too busy with each other to worry about him. I/A have a tough row to hoe to convince Turkey to "let" them survive long enough to come back.

And the game goes on.

**Jim Grose** - What has Germany been smoking lately? He eliminated Russia but not, as I noted last time, by taking Mos from StP. He did leave War in Austria-Hungary's possession, but couldn't the two of them foresee that Austria-Hungary would have nowhere to build? Result: a gap at War which threatens both of them.

What did Germany propose to England? To exchange Bel for Den in order to gain France's trust? To support Eng A Pic - Bur (as he did order)? Why? Whatever he was thinking (if anything), France has retaken Par while the E-G alliance is strained, at best.

England attacked MAO prematurely. Should France choose to retreat F MAO to Eng or Iri then we could see a chaotic three way war in the west. Interesting if they were the only countries left but they're not!

We're not privy to I-T communications so we don't know if Italy was simply hoping for a bounce in Tun or if they agreed to something along the lines of what I proposed last time. If they're at war and Italy builds F Nap, Turkey still has a 50-50 chance of taking Tun. Italy must be given credit for not simply giving up, unlike Russia.

Turkey lost Tri but it's no big deal. He'll remove F Bla and still threaten Mos, War and maybe even Vie and Tri in 1906. Watch for Tur F Adr in the future to help against Tri and Ven.

I am amazed at how Turkey is virtually unchallenged in the Med. If England and France have an ounce of common sense between them they'll order F MAO R NAF and F NAF S Eng F MAO - WMe, having agreed to ally against Turkey and Germany.

Cooperation between former enemies for their joint benefit - is this asking too much?

**Remember, folks, I am currently looking for players (and one more commentator) to participate in the next Diplomacy World Demo Game. This is your chance to run with the big names in the hobby...experience the thrill of victory or the agony of defeat, while the rest of the hobby follows along cheering your triumphs and jeering your blunders. If you'd like to play, get in touch with me so I can out you on the list. As soon as I get seven players I'll start the game - I'd like to have a year or two of the new game finished before the current one wraps up. That will give me some breathing room in case of later delays.**

# People's Diplomacy Organization Relief Auction

Douglas Kent 10214 Black Hickory Rd. Dallas, TX 75243

Fax: (972) 234-8742 Email: 73567.1414@compuserve.com

10-5-96

Greetings!

It's that time of year again - time for the PDORA to try and raise money to help fund hobby services. Last year we raised we were unable to generate enough interest to have an auction, which means the PDORA coffers are dangerously low on funds. We need to do everything we can to make this year's action a success!

It's **you** the hobbyist who makes the difference between a success and a failure. So please, if you're a publisher, plug the auction by reprinting this flyer or publishing the information. If you have something you'd like to auction off to help raise money, by all means **now** is the time to contact me. What I need at this time is the information on the items you wish to donate, **not** the actual items themselves - those should be sent to the successful bidders later on. You may give me a short description to include, and minimum bid and any postage costs you want to be reimbursed for. All items provided for auction will be listed in a booklet which will be mailed out sometime in December, so if you are able to donate something please let me know as soon as possible. If you do not receive a copy of the auction booklet by mid-January, they may be obtained from me for a SASE or simply by a request for one. No request will be refused.

The kinds of items you may offer for auction may include but are not limited to: subscriptions to zines, game openings, new and used games, horoscopes, coins, stamps, old zines, Dipdom memorabilia, photographs, books, CD's and tapes, videos, computer software and hardware, or any number of other items whether related to Dipdom or not.

If you have a hobby service that you'd like to submit a funding request to PDORA for, by all means do so. All you need to do is let me know what the service is, what it does, and how much money you are requesting. If I need further information about your request I'll be in touch. All funding requests will be passed on to the Financial Committee for consideration, after the auction has ended and the bids collected. The Financial Committee is currently made up of Michael Lowrey, Melinda Holley, Brent McKee, Don Del Grande, and Jim Burgess. If you have any questions about the auction, donating items, requesting funds, or anything else, please let me know.

Thank you for your help in making the PDORA a success.

# Demonstration "Railway Rivals" Game (1064CT)

Results for Rounds 10 and 11

November 11, 1996

If you're just joining us, a word of explanation. This feature is meant to explain the game "Railway Rivals" to those who have never played. Follow the results and commentary, and you may decide to sign up for a game yourself. We "Rivals" fans would love to have you! If you have questions, please send them to me (Eric Brosius, 53 Bird St., Needham MA 02192.) "Railway Rivals" is invented and marketed by David Watts ("Rostherne", 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED,) and is played in many zines.

**Comments before Round 10.** These comments are based on the game board as it appeared after Round 9 (see *Diplomacy World* 79.)

**Tony Robbins.** Amazing change of fortune for COX since Round 7, when he had a commanding lead. It's worth offering a joint run to Mike in Race 25, but too expensive for a solo, as I'm already paying COX in Races 23 and 24; an XRP is too risky, as WLLS can enter solo as well. It will be interesting to see whether he accepts—he might prefer to run solo given how close our scores are, using WLLS' track Rickmansworth–St. Albans, and hope for a win. I considered building E48–D47–D46–C46–C45, but it's not really worth it at this stage: if there's a run from Oxford to the northeast it'll cost me the same to rent track from others as to build my own track (it's usually too late to be building track in Round 10 anyway.)

**Mike Morris.** The races went as expected last turn. I lost Race 21 due to an upset, but that will happen. One will likely turn my way soon; upsets usually balance out over the course of the game. I hope it's Race 23 <g>, since DULL can run it in 11 hexes, while it takes me 13. Of course, DULL will have to pay me 4 to rent my track, so even if I come in 2nd as expected, I do OK. I'm taking two long shots this turn and paying WLLS 2 to rent track in Race 24 and 4 to rent track in Race 27, even though I don't have even a lock on 2nd place in either one. Since WLLS is in last place, I can afford to be magnanimous <g>.

**Conrad von Metzke.** Yes, thank you, I have enjoyed my brief moment in first place very much. What follows is the most outrageous race round I've ever run...

Round 10

June 9, 1996

## Round 10 Races!

A DULL round this time!

- |                                      |   |
|--------------------------------------|---|
| 22. Buckingham (44)–London (62)      | 25. High Wycombe (31)–Hatfield (56)     |
| +20 ARNE (28)                        | +20 ARNE (15) [ 3→COX, 4→WLLS, 1→DULL ] |
| +10 DULL (31) [ 3→ARNE ]             | +5/+5 COX/DULL JR (15) [ 1→ARNE ]       |
| COX (37)                             | WLLS (15) [ 3→COX, 1→ARNE, 1→DULL ]     |
| 23. Maidenhead (14)–East (Special 5) | 26. Reading (12)–Stevenage (54)         |
| +20 DULL (11→London) [ 4→COX ]       | +20 WLLS (25) [ 2→DULL ]                |
| +10 COX (13→London)                  | +10 DULL (25) [ 5→ARNE ]                |
| WLLS (17→London)                     | ARNE (25) [ 5→DULL, 8→WLLS ]            |
| 24. London (61)–West (Special 2)     | 27. Didcot (24)–Beaconsfield (32)       |
| +20 DULL (24→Newbury) [ 4→COX ]      | +20 DULL (18) [ 4→WLLS ]                |
| +10 WLLS (33→H1)                     | +10 COX (19) [ 4→WLLS ]                 |
| COX (34→H1) [ 2→WLLS ]               | ARNE/WLLS JR (22)                       |
|                                      | 28. Abingdon (21)–Bicester (43)         |
|                                      | +20 ARNE (9) [ 7→COX ]                  |
|                                      | +10 COX (9)                             |

Players. (No builds.)

Red—Dunstable, Umfolozi & Luton Lines (DULL)

Tony Robbins—Lincoln House, Creaton Rd., Hollowell, Northants, UK NN6 8RP [tony.robbs@brookes.ac.uk](mailto:tony.robbs@brookes.ac.uk)

Orange—Chilterns Overland Express (COX)

Mike Morris—23693 Glenbrook Lane, Hayward CA 94541 [71340.370@compuserve.com](mailto:71340.370@compuserve.com)

Lime Green—Will Lloyds of London Survive? (WLLS)

James Goode—211 Maplemere, Clarksville TN 37040 [goodej@lynx.apsu.edu](mailto:goodej@lynx.apsu.edu)

Blue—[tune to "Hail Britannia"] (ARNE)

Conrad von Metzke—4374 Donald Ave., San Diego CA 92117 [104206,2051@compuserve.com](mailto:104206,2051@compuserve.com)

# Financials.

Line	Start	Races	Rentals	Finish
DULL	200	+85	-20, +9	274
ARNE	222	+60	-28, +10	264
COX	208	+35	-7, +21	257
WLLS	169	+30	-7, +22	214

## Round 11 Races (enter any or all):

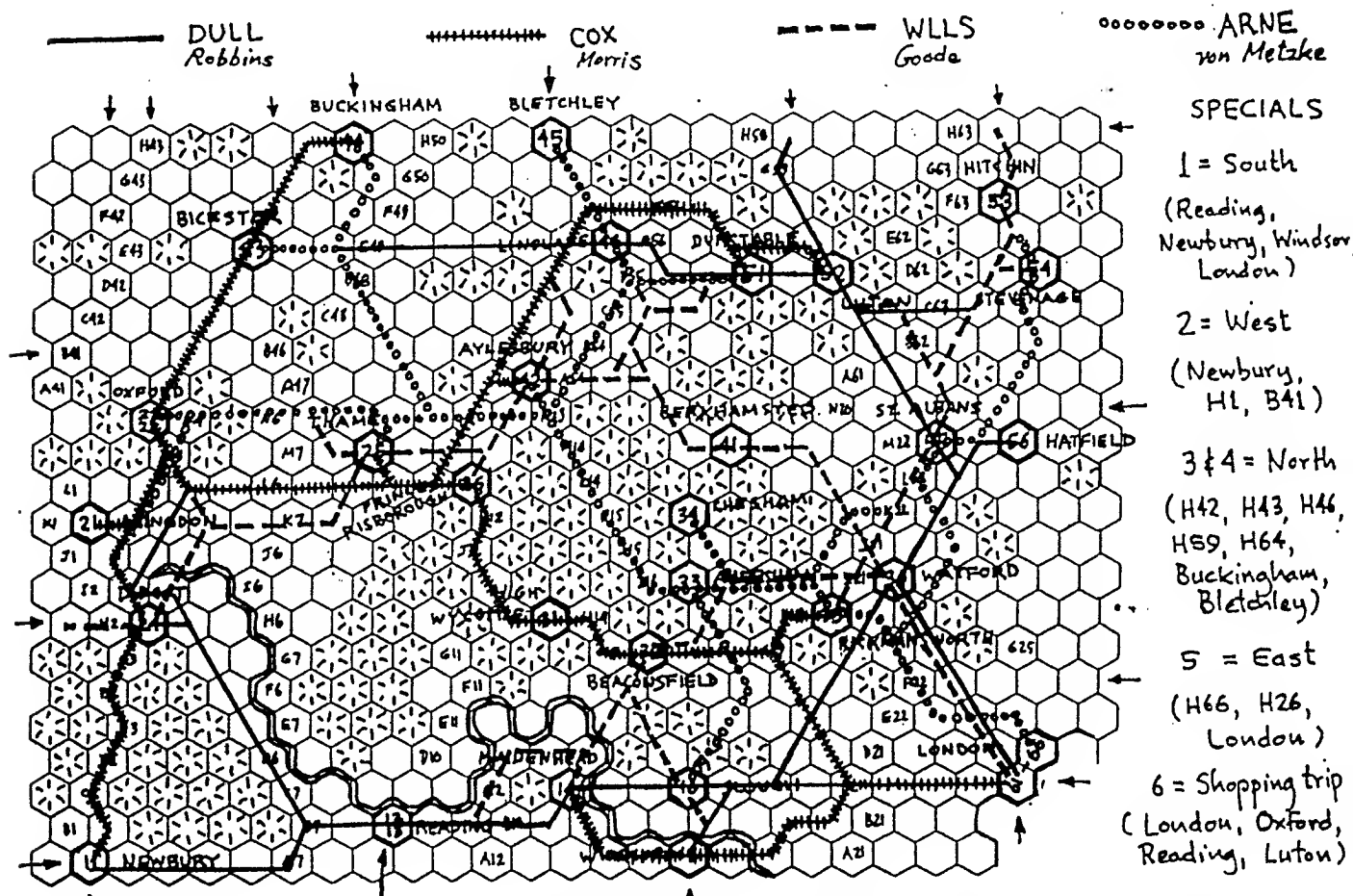
- |                                       |                                   |
|---------------------------------------|-----------------------------------|
| 29. Oxford (22)-South (Special 1)     | 33. Chesham (34)-Bletchley (45)   |
| 30. St. Albans (55)-North (Special 3) | 34. Newbury (11)-Berkhamsted (41) |
| 31. Luton (52)-London (66)            | 35. Watford (36)-London (65)      |
| 32. Reading (13)-Oxford (23)          |                                   |

Round 11 Build: up to 3 hexes (you pay!)

Target Date: July 1, 1996

Comments included with Conrad von Metzke's Round 10 race entries: Race 22: all mine. (That was the part that isn't outrageous.) Race 25: 3 to COX, 4 to WLLS, 1 to DULL. (That was slightly outrageous, but not too bad.) Race 26: 5 to DULL, 8 to WLLS. (Verging now on Outrageous Plus Ultra.) Race 28: 7 to COX. (Do you know how much it costs to spell out "outrageous" in six-foot neon lights?)

No builds. Never compound outrageousness with stupidity.



3rd edition 21 May 95 redrawn by E. Brosius. Original c. 1980 by Ian Spittles.  
 Railway Rivals by D.G. Watts, "Rostherne", 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED

Comments before Round 11. Now here's what the rivals had to say after seeing the results for Round 10:

Tony Robbins. Have I peaked too soon? Hope not—wouldn't want to disappoint Conrad in his prediction; I'll need to maintain a lead after Round 11 though, as the final pairings of destinations probably won't be quite so kind to me.

Mike Morris. Not very good luck this time in the race draw. I have one pretty sure win, but that's it! I decided against entering longshot Races 32 and 34, since the payments would be heavy, and the chance of even a second place finish slim. I'll have to have some very good luck next turn if I'm going to finish in 1st or 2nd place.

Conrad von Metzke. Oops. I seem to have forgotten that this isn't Bus Boss scoring, and I certainly got caught at it in Race 26 (though it worked in Race 25 anyway). To make it worse, in Round 11 the race selection has managed somehow to run afoul of every single glaring weakness in this track of mine, all at once. Oh well, I had to get caught eventually... Anyway: NO ENTRIES and NO BUILDS.

James Goode. My entry in race 32 shows the desperation of being in last place. Normally, I wouldn't risk renting 11 hexes in a race. However, it gives me a decent shot at winning the race, and I'm far enough behind to try a big risk or two as we close out the game.

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Round 11 August 18, 1996

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### Round 11 Races! It's a two-man effort!

29. Oxford (22)-South (Special 1) *Upset!*  
+20 DULL (15→Reading) [ 2→COX ]  
+10 COX (13→Newbury)

30. St. Albans (55)-North (Special 3)  
+20 WLLS (9→H64)  
+10 DULL (9→H59)

31. Luton (52)-London (66) *Tie!*  
+15 DULL (15)  
+15 WLLS (16) [ 1→DULL ]  
COX (35)

32. Reading (13)-Oxford (23) *Upset!*  
+20 DULL (15) [ 2→COX ]  
+10 WLLS (14) [ 9→DULL, 2→COX ]

33. Chesham (34)-Bletchley (45)  
+20 WLLS (21) [ 6→ARNE ]  
No other entries!!

34. Newbury (11)-Berkhamsted (41) *Upset!!*  
+20 DULL (30) [ 6→WLLS ]  
+10 WLLS (26) [ 7→COX ]

35. Watford (36)-London (65)  
+20 DULL (6)  
+10 WLLS (6)

### BUILDS.

Red—Dunstable, Umfolozi & Luton Lines (DULL)

Tony Robbins—Lincoln House, Creaton Rd., Hollowell, Northants, UK NN6 8RP [tony.robbs@brookes.ac.uk](mailto:tony.robbs@brookes.ac.uk)  
No builds.

Orange—Chilterns Overland Express (COX)

Mike Morris—23693 Glenbrook Lane, Hayward CA 94541 71340.370@compuserve.com  
No builds.

Lime Green—Will Lloyds of London Survive? (WLLS)

James Goode—211 Maplemere, Clarksville TN 37040 [goodej@lynx.apsu.edu](mailto:goodej@lynx.apsu.edu)  
(Aylesbury)-C54-D53.

Blue—[tune to "Hail Britannia"] (ARNE)

Conrad von Metzke—4374 Donald Ave., San Diego CA 92117 104206,2051@compuserve.com  
No builds.

### Financials.

Line	Start	Races	Rentals	BUILDS	Payments	Finish
DULL	274	+105	-10, +10	-	- , +	379
COX	257	+10	- , +13	-	- , +1	281
WLLS	214	+85	-25, + 6	-3	-1, +	276
ARNE	264	0	- , + 6	-	- , +	270

### Round 12 Races (enter any or all):

- |                                      |   |
|--------------------------------------|---|
| 36. Linslade (46)-Hitchin (53)       | 40. Thame (25)-London (64)                  |
| 37. Aylesbury (42)-North (Special 4) | 41. Amersham (33)-Shopping Trip (Special 6) |
| 38. Windsor (15)-Rickmansworth (35)  | 42. Princes Risborough (26)-Dunstable (51)  |
| 39. Slough (16)-London (63)          |   |

### GM Notes.

I don't mean to interfere, but I am worried by the fact that ARNE did not enter any races, not even Race 33. I looked carefully through the Round 10 report to see whether this was due to an error, but if it was, I couldn't find it. Conrad, if there's something I missed, please let me know.

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Round 12 Build: It's too late!

Target Date: September 16, 1996

## Hobby Services:

**International Subscription Exchange(ISE):** The ISE coordinator acts in concert with ISE's of other nations to allow easier exchange of foreign currency between hobby members. This allows Dip players in one country to subscribe to a zine from another country without the hassles of currency exchange. Ideally there should be one ISE coordinator in each country with a postal hobby: In the US and Canada (although he prefers US dollars if it can be done) the ISE is Jim-Bob Burgess at 664 Smith St., Providence, RI 02908-4327 or via Internet at [burgess@world.std.con](mailto:burgess@world.std.con). In the UK it is Iain Bowen at 5 Wiggen Terrace, York, YO3 7JD, UK.. In Australia it is John Cain at P.O. Box 4317, Melbourne University 3052, Australia.

**Boardman Number Custodian(BNC):** This person records Diplomacy gamestarts and finishes, and assigns Boardman Numbers to each game. In the US the current BNC is W. Andrew York at PO Box 2307, Universal City, TX 78148-1307.

**Miller Number Custodian(MNC):** Records variant gamestarts and finishes (a BNC for Diplomacy variants): Lee Kendter, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

**Zine Register:** Zine Register is a detailed guide to all known Diplomacy zines in the North American hobby. Currently handled by Michael Lowrey, 6503-D Fourwinds Dr., Charlotte, NC 28212.

**Novice Packets:** Tom Mainardi, 45 Zummo Way, Norristown, PA 19401 offers Master of Deceit. Fred C. Davis of 3210K Wheaton Way, Ellicott City, MD 21043 offers Supernova. I believe Fred is asking a \$1.00 for Supernova, and Master of Deceit is available for free upon request. Bruce Linsey of 170 Forts Ferry Road, Latham, NY 12110 offers Once Upon a Deadline (a novice packet for publishers) for \$5.00.

**North American Variant Bank(NAVB):** NAVB is a catalogue of variants and all are for sale from the NAVB Custodian. The current NAVB Custodian is Lee Kendter Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

**Pontevedria:** A list of known game openings in Dip zines in North America. **A must for all people actively looking for Diplomacy and Dip variant game openings!** Available for \$0.50 from W. Andrew York, P.O. Box 2307, Universal City, TX 78148-1307.

**Diplomacy World Anthologies:** Larry Peery offers anthologies of Diplomacy World issues. There are currently 7 volumes available, plus two more due for publication in the Fall of 1995. Larry also has a stock of back issues of DW on hand. You can contact Larry at 6103 Malcolm Drive, San Diego, CA 92115. His Email address is [Peeriblah@aol.com](mailto:Peeriblah@aol.com).

## Game Openings

The following are some zines that currently list game openings available. It is suggested that you request a sample of any zine before you decide to play there - choosing one zine over another is truly a matter of personal taste. Samples issues are often free, but a courtesy payment of \$1 or a few unused stamps is recommended. For a more complete and detailed list of current game openings, order a copy of Pontevedria (information in the column to the left).

Abyssinian Prince - Jim Burgess, 664 Smith, Providence, RI 02908. Openings include Colonial Diplomacy.

Batyville Gazette - Ralph Baty, 4551 Pauling, San Diego, CA 92122. Openings include Diplomacy, Anarchy, Invasion.

Boast - Herb Barents, 17187 Wildemere, Detroit, MI 48221. Openings include Diplomacy.

Boris the Spider - Paul Bolduc, 203 Devon, Ft. Walton Beach, FL 32547. Openings include Diplomacy, Gunboat, Colonial Diplomacy.

Diplodocus - Stephen Koehler, 2906 Saintfield, Charlotte, NC 28270. Openings include Diplomacy, Gunboat, Colonial Diplomacy.

Grand Hyatt - Doug Kent, 10214 Black Hickory Rd., Dallas, TX 75243. Openings include Colonia VII, Gunboat Colonia VII.

History of Anywhere But Canada - Kevin Burns, 2659-4 Tsukahara, Minami Ashigara Shi, Kanagawa 250-01, Japan. Openings include Colonial Diplomacy, War of 1812, Geronimo.

Maniac's Paradise - Doug Kent, 10214 Black Hickory Rd., Dallas, TX 75243. Openings include Diplomacy, Kremlin, Civilization.

off-the-shelf - Tom Howell, POB 1450, Port Townsend, WA 98368. Openings include Downfall XIII.

Rambling WAY - Andy York, POB 2307, Universal City, TX 78148. Openings include Diplomacy, Gunboat.

S.O.B. - Chris Hassler, 631 Candia Circle, La Habra, CA 90631. Openings include Machiavelli, Dune.

Tactful Assassin - Eric Young, 4784 Stepney, RR #2, C2, Armstrong, BC V0E 1B0, Canada. Openings include Diplomacy, Gunboat.

Yellow Pajamas - Paul Milewski, 4154 Allendale #2, Cincinnati, OH 45209. Openings include Gunboat, Colonial Diplomacy.